



Encyclopedia Magica™

Accessory

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Volume Four

Theories on Converging Transitions (Spellbook) to Zweiback of Zymurgy

TABLE OF CONTENTS

S.....	1251
T.....	1417
U).....	1465
V.....	1469
W.....	1473
XYZ.....	1563
Last Word, Bibliography.....	1566
Tables.....	1567
Index.....	1597

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Spellbook

Theories on Converging Transitions

XP Value: 1,200 **GP Value:** 12,000

DRAGON® Magazine 82

Lhegrand's spellbook has *dimension door*, *pass-wall*, and an archaic version of the *gate* spell penned in it.

Theory of the Invisible Forces

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Penned by Tenser, this spellbook contains *push*, *unseen servant*, *strength*, and *Tenser's floating disc*.

Theory of Occult Visual Shock

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Ye'Cind penned *fear*, *minor creation*, *phantasmal killer*, and *major creation* into this small spellbook.

Theories on Perception

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

The wizard Kuroth penned this manuscript. The spellbook contains *detect evil*, *clairaudience*, *true sight*, and *deafness*.

of Thorns

XP Value: 1,600 **GP Value:** 16,000

The Magister

The *Spellbook of Thorns* is two plain oak boards, 2 hand widths wide by 3 tall, bound with a thorn-root vine to four parchment sheets, on which are set down four druid spells, one to a page.

This plain tome was given to the reclusive Aubaerus "the Ravenmaster," a druid of the Dalelands, by the Battledale Seven, a now-vanished circle of druids. They in turn had it from an earlier circle of druids, the Ring of Wyvernwater. Its maker is unknown, but said by some to be the Hierophant Druid Khamlautas Iriphar of Cormyr.

The book's spells are *call lightning*, *greenwood* (a rarely seen druid spell, detailed hereafter), *control vapor* (another rarely seen druid spell, described below) and *wall of thorns*.

Greenwood

(Alteration)

Level: 3

Components: V, S, M

Range: 10 feet per level

Casting Time: 3

Duration: 1 turn per level

Saving Throw: None

Area of Effect: 9 cubic feet, plus 1 cubic foot per level

Definition: By means of this spell, a druid can temporarily make dead and withered trees appear living, green, and healthy. Dead or bare trees, shrubs, and vines can be made to cloak themselves in leaves (enough to afford concealment, but not enough to use for an *entangle* spell). Dry firewood can be made damp enough that it won't light—or, if already alight, the flames simply die down to a thick, choking smoke (in a cloud equal in effects to that produced by the druid *pyrotechnics* spell). Dry, seasoned wood (such as a ship's mast) can be made to bend and snap under a strain like green wood; rotten wood (such as an old bridge or ruin) will usually collapse or become unsafe to carry any future load.

Damage to plants from such a condition is permanent, but the wood otherwise reverts to its former state after the expiration of the spell.

Control Vapor

(Alteration/Conjuration/Summoning)

Level: 5

Components: V, S, M

Range: 40 feet

Casting Time: 6

Duration: 1 round per level

Saving Throw: None

Area of Effect: 10 feet per level, hemispherical

Definition: By means of this spell, a druid is able to alter the movement rate and direction of natural or magical smokes and vapors, including incendiary clouds, smoke ghosts, breath weapons, and creatures in gaseous form. Within the area of effect, wind effects are negated even if of magical origin, and a druid is able to hold the vapor stationary or move it up to 1 foot per level per round in any desired direction. If the vapor passes out of the stationary area of effect of the spell, control is lost.

Unlike the 5th-level wizard spell *hold vapor*, *control vapor* affords no saving throw to creatures in gaseous form. Vapors cannot alter their form or split it unless the druid wills it, although creatures normally able to alter their gaseous form into another form can do so despite the druid's wishes (the process takes twice as long as it ordinarily does). Clouds of insects and similar insubstantial or amorphous but nongaseous creatures or groups of creatures are not affected by this spell.

Phezult's Sleep of Ages

(Alteration/Reversible)

Level: 9

Components: V, S, M

Range: 10 feet per level

Casting Time: 3 rounds

Duration: Permanent

Saving Throw: Negates

Area of Effect: All living creatures in range

Definition: By means of this spell, a stasis field is created about the spell focus, radiating outward in an expanding sphere through solid rock and other physical or magical barriers (only an *antimagic shell*, *prismatic sphere*, or a closed cube or spherically shaped wall of force will stop its effects), 20 feet per round, until it reaches a maximum spherical volume of 10-foot-radius per level of the caster. All living creatures within this field except the caster and any beings protected as noted above must save vs. spell or be placed in suspended animation, whether they wish to be or not. Creatures of levels or Hit Dice equal to, greater than, or up to 3 levels or HD less than the spellcaster save "at par"; creatures of 4 to 7 HD or levels less than the caster save at -1, and creatures of even lesser levels save at an additional -1 penalty per level less than 7 below the caster's. The body functions of affected creatures' virtually cease, but they do not die as a direct result of this state nor will they grow older as the years pass. If a creature in stasis is slain by another means—physical attack, crushing, burial, or drowning due to physical changes around the body—stasis ends instantly and the body decays normally, for the affected victim only.

The caster requires his or her own blood (at least nine drops) smeared into an unbroken ring on any stable surface (usually stone) of a radius not more than the overall length of the caster's hand (wrist to fingertips), into which are placed at least six 500 gp value gems, of any sort. This is the "spell focus" referred to above. When the spellcasting is complete, four of these gems vanish, consumed in the act of releasing the spell's power. The rest fuel the stasis field, and dwindle slowly as the time passes (roughly one year of stasis being yielded per 10 gp of gem value). Removal of any gemstone from the circle, except its consumption by the field, or the breaking of the ring itself, instantly ends the stasis effect, as will using up all of the gems, but any number of gems that will fit can be added to the inside of the ring at any time to "refuel" the spell, extending its period of efficacy.

The stasis can be lifted from individual creatures without harm and without releasing other creatures under the same stasis by casting *temporal reinstatement* (see *temporal stasis* in the PHB) or the reverse of this spell, *Phezult's awakening* (which requires neither gems nor blood in its casting, but merely seven drops of pure or holy water) upon the spell focus rather than upon individual creatures. The stasis field shrinks gradually to nothingness at the same rate at which it originally expanded, freeing any creatures formerly within it

instantly, and without any lingering effects as it does so. No further gemstone material is lost.

Creatures entering the field after it has reached its full extent, even decades or centuries after the spell was cast, must save vs. spell to avoid falling into stasis. The penalties for levels and Hit Dice described above apply, but so does a +3 bonus to the save for any creature arriving in the field after it has stabilized at full extent. Such a save must be made each time a creature enters the stasis field, even if it has entered and been unaffected before; but each creature needs save only once per exposure to a particular *sleep of ages* stasis field. Creatures who are physically removed from such a field without being magically roused wake up by themselves 2d4 rounds after removal with no ill effects; the casting of a *dispel magic* will awaken such beings instantly if cast upon them when they are outside a field, but physical means will not hurry the process. A creature taken out of a stasis field and then taken back in before awakening returns to stasis without becoming conscious. Creatures in stasis who are mentally contacted by magic or psionics while within the field do not respond, and the being contacting them is placed in stasis (temporary, awakening after 2d4 rounds as described above) each time such contact is attempted.

of Time

XP Value: 4,400

GP Value: 44,000

Lost Tomb of Martek

This book, bound between platinum plates, contains the following spells: *haste*, *slow*, *dimension door*, *distance distortion*, *passwall*, *teleport*, *disintegrate*, *limited wish*, *permanency*, *temporal stasis*, and *time stop*. This work may be handled by any player.

Tomorast's

XP Value: 10,000

GP Value: 100,000

Mordenkainen's Fantastic Adventure

This spellbook is scribed with the following spells: *affect normal fires*, *jump*, *magic missile*, *protection from good*, *darkness 15' radius*, *invisibility*, *levitate*, *web*, *wizard lock*, *dispel magic*, *flame arrow*, *lightning bolt*, *phantasmal force*, *suggestion*, *confusion*, *dimension door*, *polymorph other*, *wall of ice*, *cone of cold*, *feeblemind*, *magic jar*, *teleport*, *repulsion*, *spiritwrack*, and *monster summoning V*.

Trance of the Intellect

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

Aspirin, a wizard believed to have appeared just outside the capital of Greyhawk during the recent wars that ravaged the lands—from an awry casting of *alter reality*—was carrying this book when he was incarcerated. To this day, the officials of

5135

Greyhawk believe he is a spy sent from Iuz to infiltrate the highest ranks of the country to assassinate the leaders (using *wish* and *limited wish* spells) as dictated by an extraplanar contact (using the book's *contact other plane* spell). The brigand was then to use *feign death* to deceive the officials that he was killed in action, so he could easily escape without provocation. Aspirin, to this day, denies any such aspirations.

Transcendental Impenetrabilities

XP Value: 1,600

GP Value: 16,000

DRAGON Magazine 82

This spellbook is one of Leomund's most famous works. It includes *Leomund's tiny hut*, *minor globe of invulnerability*, *globe of invulnerability*, *prismatic sphere*.

Tymessul's Enchiridion of Travel

XP Value: 7,200

GP Value: 72,000

DRAGON Magazine 166

This volume actually consists of five waxed papyrus scrolls, each tied shut with a ribbon of red silk. Each ribbon has a small black symbol woven into it, in the form of Tymessul's rune. Each scroll is quite long, nearly 10 feet, and each bears, at the top, in silvery ink, the name of the work (the *Enchiridion of Travel*) and the number of the scroll (1 through 5). The five scrolls are held in a light-green box of oiled wood, with a simple yet devious lock on the front. The box is unremarkable except for the fact that it has survived for nearly 350 years without any apparent ill effects from age. The box has a jade rune set in the top—Tymessul's symbol when he was alive.

The rune of Tymessul "the Wanderer" on the box and each of the ribbons makes the origin of the work obvious to scholars of Shalomnese history. The *Enchiridion's* origins are further substantiated in this respect by the fact that the work is written in the delicate spidery glyphs of a tongue used on the upper Outer Planes, for the Wanderer was the only resident of Tikkun Shalom to know this language at that time. The Wanderer did acknowledge a secondary source: Acheulea, an archmage from the Paraelemental Plane of Magma, who was a long-time associate of Tymessul and often accompanied him on his voyages to the Outer Planes.

Previous to his disappearance, Tymessul was renowned for his prolonged trips to the Outer Planes, for his founding of the Alliance of Green Mages, and for the spells he had researched and perfected (some of which are written in the *Enchiridion*). Indeed, his castle, whose magical defenses remain unbreached to this day, is rumored to contain many powerful magical items and artifacts from the Outer Planes that he collected during the decades of his voyaging and must also



contain several previously unknown spells. Furthermore, although the exact date of origin of the work is unknown, it is evident that the Wanderer completed the scrolls at a time very near his disappearance, for the scrolls contain many powerful spells, none of which he is known to have used.

After Tymessul's official disappearance (this may have occurred at a much earlier date, but only became apparent when he failed to turn up for a meeting of the Green Mages), the *Enchiridion* was examined by his colleagues in the Alliance. The group is largely neutral, dedicated to the preservation of the natural order on the Prime Material Plane and the use of the combined magic of wizards and druids toward this goal. Accordingly, the group worked closely with the Sorrow Sea druids in the southern part of Shalom, where the Green Mages are also located. It was in the joint library that the two groups maintain that the *Enchiridion of Travel* ended, as did the rest of Tymessul's works, when his disappearance was acknowledged.

This work apparently remained in that library until it was lent to the secretive monks of Saint Shastri, who wished to examine the documents for clues that might help them in their private battle against the fiend Nuckalavee (this, almost 350 years after Tymessul disappeared). While the monks were examining the first two scrolls and consulting with Ghulam, a Hierophant of the Cabal allied with the Sorrow Sea druids, a ball of bright red light, 2 feet in diameter, appeared in the room,

5137

scooped up the scrolls and the box, and disappeared with them. The Green Mages quickly instituted a magical search for the scrolls, but failed to turn up anything. Ghulam later speculated that it was Acheuba who abruptly took the scrolls to help his friend, but this theory must remain purely speculation, for neither Tymessul nor Acheulea have been heard from in all the intervening years.

Fortunately, the contents of the work are well documented by several of the members of the Green Mages who had occasion to study the scrolls during the time they were in their library. The notes of the Green Mages clearly show that the scrolls contained in the work were of the type that Tymessul favored. The scrolls also contain most of his major researches, to which he devoted much time in order that he could continue the love of his life: traveling to ever more exotic locations. From their notes then, it is apparent that the first two scrolls were filled entirely with text on the methods of traveling to the Outer Planes and various warnings and pieces of advice for planar travelers. The next two scrolls contain many spells used for travel of all sorts, including all of the following, in standard form and written in Common: *astral spell*, *blink*, *dimension door*, *fly*, *gate*, *levitate*, *mount*, *succor*, *teleport*, *teleport without error*, and *Tymessul's cerulean traverse* (unique spell). The final scroll of the collection contains the spells that Tymessul found particularly useful during his travels, all of which are written in Common but are otherwise in standard form: *airy water*, *antimagic shell*, *fireball*, *Leonmund's secure shelter*, *sink*, and *Tymessul's planar pacifier* (unique spell, apparently a gift from Acheulea). The two unique spells described in the *Enchiridion of Travel* are as follows:

Tymessul's Cerulean Traverse (Alteration/Enchantment)

Level: 9

Components: V, S, M

Range: Touch

Casting Time: 3 rounds

Duration: 1 day per level

Saving Throw: None

Area of Effect: Caster plus special

Definition: When a wizard invokes this powerful enchantment, the wizard and a limited number of companions to journey through space and across planar boundaries. The caster may affect one companion for every 6 levels, in addition to the caster (all fractions rounded down). For example, a 23rd-level wizard could cast a spell that includes three companions.

Each recipient of the spell must hold hands with the caster for the entire time that the spell is being cast, or be a part of a circle that includes

the recipients and the caster. Any interruption of the circle will ruin the spell. Once the dweomer is cast, the individuals affected by the spell may separate, though the recipients must rejoin in a circle if they wish to cross any planar boundaries. Although there is no saving throw against a *cerulean traverse*, it does not work on unwilling or unconscious subjects; if this is tried, the entire spell is ruined for all involved.

The prime function of the *traverse* is to allow the wizard and his companions to move to other planes, as if they had passed through a small, personalized gate. Each planar boundary that is crossed by the power of the *traverse* must be crossed by all the subjects of the spell simultaneously. Concentration must also be maintained for one round while the planar boundary is crossed. Each planar boundary crossed reduces the duration of the spell by one day. Furthermore, while under the influence of this spell, no person may cross a planar boundary by any means other than the *traverse*, including *wish*, *gate*, *well of the worlds*, or even with the presence of an artifact.

This spell grants certain lesser powers that may be used by the recipients, with no need to stay in a circle. These actions include the ability to *fly*, as the wizard spell, and the ability to enter *gaseous form* at will (along with all equipment) and move at three times the normal movement rate. A person in *gaseous form* is extremely hard to damage, immune to most magical attack forms and virtually all physical attacks—but cannot cross a magic circle or *antimagic shell*.

The use of this spell in no way guarantees the safety of its users once they reach their destination, and in no way protects them from any damage they take during their journey or while they are on a foreign plane. The material components of the spell are a circular platinum chain large enough for all who are to be affected by the spell to grasp, which must cost a minimum of 10,000 gp for each person the spellcaster wishes to enchant, and at least 1,000 gp of powdered emerald for each subject, to be sprinkled in a circle enclosing the subjects. The chain is not consumed by the spell, but the powdered emerald is.

Tymessul's Planar Pacifier

(Alteration/Evocation)

Level: 9

Components: V, M

Range: Touch

Casting Time: 1 per object

Duration: 1 week per level

Saving Throw: None

Area of Effect: 1 object per 6 levels of the caster

Definition: The casting of a *planar pacifier* by a wizard enables some types of magical items to

5137

operate normally while being used on a foreign plane. The magical items a *planar pacifier* may affect include only those items that have "pluses"—swords, shields, armor, rings and cloaks of protection (but not bracers of defense), luckstones, and so on. The protection extends across one planar boundary for every three levels of the wizard casting the spell. While the objects so enchanted remain within this limit, they operate at their normal strength. Thus, a *shield +4* taken to the first layer of Baator is still +4 in strength. However, once the object becomes farther removed than this from its plane of origin, it loses one "plus" for each additional plane it crosses, over and above the limit imposed by the level of the caster. If an 18th-level wizard were to protect a *sword +4*, the sword would remain +4 on the Astral Plane and on the first five layers of Baator; on the sixth layer, it is reduced to +3; on the seventh, to +2; on the eighth, to +1; and if taken to the ninth layer, it loses all magical power as long as it remains there.

The spellcaster loses 1 hp for each item protected with a *planar pacifier*, investing this hit point as a bit of energy from the Prime Material Plane that surrounds the object and simulates the conditions of the Prime Material Plane for the object. Furthermore, the wizard may protect only half as many items as the character has Constitution points (even if the *pacifier* is repeatedly cast). The wizard may regain lost hit points simply by touching the enspelled items within one day of the end of the dweomer. If the magic is dispelled or otherwise removed from the item (such as by means of *Mordenkainen's disjunction* or a *rod of cancellation*), the hit points are permanently lost and may be regained only by means of a *wish*. The *pacifier* is not affected by *dispel magic*—more powerful magic can dispel it.

Magical items from other planes may be protected in a similar manner, but only if the caster comes from the same plane as the item to be protected, or is able to expend a *wish* to enhance the *pacifier's* power (that also makes the *pacifier* permanent). In any case, the spell works only if cast while on the item's plane of origin. The material components of this spell are a drop of the caster's blood and 5,000 gp worth of powdered diamond for each item to be protected. Both are consumed when the spell is cast.

of Unicorns

XP Value: 400/spell **GP Value:** 4,000/spell

DRAGON Magazine 139

The *Book of Unicorns* explains the powers of unicorn items to the one chosen as the ruler of the unicorns. (The items of the unicorns include the *crown of unicorns* and the *bow of unicorns*.) It also serves as a wizard's spell book with all

known spells from the *PHB* up to the 4th level. The DM may add spells to the book or rule that certain spells might be unknown to it, however.

Unique Mageries

XP Value: 8,400

GP Value: 84,000

The Magister

This large, thin tome measures 4 hand widths across by 10 in height and its covers are of carved and polished ivory, with black obsidian inlays picking out the letters of the title, surrounded by a circle. The book has 21 gilt-edged parchment pages; each contains one spell.

This boastfully titled volume is the work of the ancient wizard Nezram "Worldwalker," who left it behind some 700 years ago when he ventured to another plane—and never returned.

Nezram's tower in the sparsely settled southwestern reaches of Mulhorand was later destroyed by a young green dragon, Chathuuladroth. The dragon tore apart the tower and seized the tome along with Nezram's other treasures, flying off westward into lonely, mountainous areas. Somewhere therein was Chathuuladroth's lair, and it held the book in its hoard for six centuries, growing vast and terrible and amassing much treasure.

The adventuring company known as The Black Gauntlet finally slew the great dragon, and bore *Unique Mageries* back to their stronghold near Starmantle. The company later disbanded in disarray after the deaths of its leaders, the fighter Jhastan and the wizard Quarra, at the claws of an improperly summoned fiend. The book disappeared. In the meantime, in need of money, Quarra ("a fey lady," Elminster comments) had rented the book to Elminster for a time, and he noted its contents and copied those spells he needed.

The book contains four truly unique spells (that is, previously found nowhere else) and 17 standard spells, all listed below. The volume contains: *magic missile*, *stinking cloud*, *wizard lock*, *dispel magic*, *feign death*, *gust of wind*, *infravision*, *tongues*, *water breathing*, *fear*, *fumble*, *polymorph self*, *remove curse*, *wall of sand* (unique spell), *wizard eye*, *telekinesis*, *antimagic shell*, *Nezram's ruby ray* (unique spell), *spelltrap* (unique spell), *power word blind*, and *spellstrike* (unique spell).

Wall of Sand

(Evocation)

Level: 4

Components: V, S, M

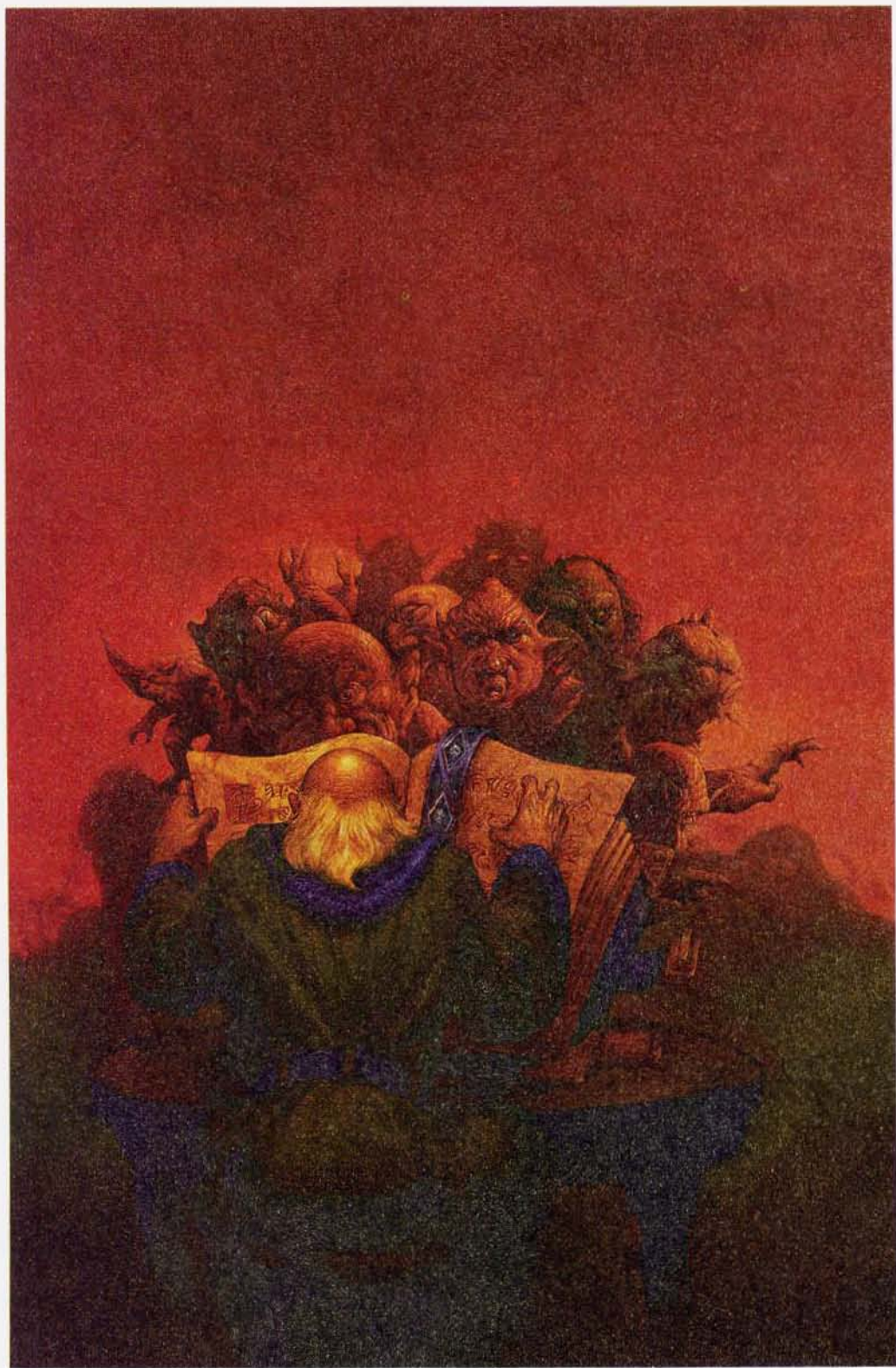
Range: 5 feet per level

Casting Time: 4

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special



Definition: This spell creates a wall of swirling, opaque sand, 1-foot thick per level of the caster, 12 feet high, and 4 feet long per level of the caster. It must be cast so that it rests on a solid surface and must remain in contact with that surface, although the caster may move it about. The sand is thick and choking; insects cannot fly through it, but are battered to death, their wings crushed. All creatures save those with infravision will be rendered blind for as long as they are within the wall's confines, and are -2 on attack rolls and -3 on AC on the round after they emerge from the wall, as they try to draw breath, clear their eyes, ears, mouths, and noses of sand, and so on.

The sand extinguishes any open flame, and renders breathing difficult. Any creature that needs to breathe loses 1 point per round spent within a *wall of sand*, after an initial round of exposure in which no damage occurs.

Spellcasting and speech are both impossible within a *wall of sand*; normal vision and tracking are also prevented. Opponents fighting within a *wall of sand* are at -4 to attack rolls unless they possess infravision, which reduces the penalty to -2. Creatures possessing infravision can see dimly within the sand (though they must keep clearing sand from their eyes) but cannot see through the sand to areas outside the wall. The sand does not slow movement, nor is it solid enough to support weight or resist passage. The sand vanishes at spell expiration. A caster can move a *wall of sand* about, shifting it 10 feet per round in which such movement is concentrated upon (in other rounds, the caster can take part in such activities as normal combat and/or spellcasting without the wall ceasing to exist), so as to block different areas or keep opponents within it. A *wall of sand* can fit into a smaller space than its dimensions allow, simply by collapsing into itself (that is, the same sand fits into a smaller space). Once collapsed, it can never expand into its larger dimensions again. The compressed form does no greater damage to creatures within it.

The caster of a *wall of sand* can dispel it at will. The material component for this spell is a handful of sand. Note that electrical discharges of any sort (including lightning bolts) are conducted throughout a *wall of sand*, free of all its effects, by providing a protected area around the caster. No such spells, short of a *limited wish*, will permit a continuous hole in such a wall. The tunnel created by a *passwall* spell, for instance, is clear on the round following casting, begins to collapse on the following round (conducting electricity and obscuring vision, but not preventing speech or spellcasting, or causing damage or combat penalties), and is gone completely, obliterated by the shifting sands, by the third round.

Nezram's Ruby Ray

(Alteration)

Level: 7

Components: V, S, M

Range: 10 feet per level

Casting Time: 7

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: The material component for this spell is a ruby of not less than 1,000 gp value, which is consumed in the casting, and causes a red ray of force to lash out from the caster's pointing finger; where it touches, *webs* (like the spell or magical item function) and *viscid globs* melt away, locks (normal and magical) open, triggering any attached traps, knots untie, and chains and straps loosen and fall away. A *ruby ray* destroys *wizard locks* and holds on portals, and permanently breaks holes in *forcecages*, *shields*, and *walls of force* (although it does not cause such effects to be totally destroyed.) The ray can be ended at will by the caster. It can affect only one creature (see below) or device per round. It destroys any *magic jar* upon contact.

If a *ruby ray* touches any creature (or the direct shape or prison of a concealed creature) that has been magically transformed (such as turned to stone, polymorphed, or affected by *Tenser's transformation*) or concealed (perhaps by a *statue* spell, an illusion, or invisibility), the ray restores the creature to its original form. If a creature has been altered several times, it is changed back to its original form. These transformations are empowered by the ray's magic with such delicacy that a system shock survival roll is never required. Such transformations are involuntary (no saving throw), taking one entire round to complete after the touch of the ray. During that time, the creature being changed back can only think and use psionics. It is physically helpless—it cannot voluntarily move, speak, attack, cast spells, or exercise magical powers. Such creatures are not under the control of the caster of the ray. Beings who are astral or ethereal, or in another dimensional space through the use of *blink*, *rope trick*, or a *portable hole* or a similar magical item cannot be reached by a *ruby ray*. The ray cannot penetrate *antimagic shells* or stronger magical barriers (such as a *prismatic sphere*) and cannot penetrate solid matter (with the exceptions already noted). Thus, it cannot reach imprisoned creatures. A ray is destroyed if its caster begins to cast another spell, teleports, *dimension doors*, passes into another plane, or is rendered unconscious or feebleminded.

Spelltrap

(Abjuration/Alteration)

Level: 7**Components:** V, S, M**Range:** Special**Casting Time:** 7**Duration:** 1 round per level**Saving Throw:** None**Area of Effect:** Special

Definition: When this spell is cast, the wizard causes an oval, glowing ball of silvery hue to form in the air over (1 to 2 feet above) his or her head. It floats there silently until the spell expires, and need not be further concentrated upon to maintain its existence. Any spell, magical power, or magical item effect that is cast directly upon the wizard (as opposed to area-effect magic) will be attracted to, and utterly absorbed by, this floating *spelltrap*. This includes *magic missiles* and other "never-miss" spells. Except by visual observation, the caster of the *spelltrap* does not know the precise nature (and level) of any spells absorbed by the trap, but always feels the assimilation of each and every spell incorporated by the trap. The trap can only absorb spells of the 6th level and lower, and magical abilities of like or lesser power. During any round in which the caster is awake, alert, and not engaged in spellcasting, he or she may mentally direct the *spelltrap* to unleash one spell upon a target, who must be within 10 feet per level of the caster.

The *spelltrap* unleashes the spell exactly as it was cast (except for the new choice of target and range) with normal effects.

Only one spell per round can be unleashed from a *spelltrap*. At the expiration of a *spelltrap*, its energies (including any stored spells) dissipate harmlessly and are lost. If a *spelltrap* is ever overloaded, it explodes with deadly effect, in a burst of pure energy that deals 6d4 points of blast damage to all within 20 feet, and stuns all survivors for 1d2 rounds after that. (All items within this radius must save vs. magical fire; no creatures are allowed saving throws to lessen or escape damage.) A *spelltrap* can only hold spell energy in spell levels equal to twice the number of experience levels of the caster, at any one time. Thus, a 17th-level wizard's *spelltrap* could hold a maximum of 34 spell levels during any round, and would explode if 35 or more were taken in. A *spelltrap* can absorb any number of spells during a single round—if a party hurls a variety of spells and item effects at it, all will be tracelessly absorbed until the maximum capacity is exceeded. Even a wizard who realizes the danger from overloading can unleash only one spell per round from the trap, and is never aware what is

being released until the effects begin. (Released magic could well aid opponents.) Releases are at random once the controlling wizard wills the trap to let something out. A caster cannot will a *spelltrap* out of existence, nor escape it by teleportation or employing protective barriers; the *spelltrap* always accompanies the caster. There is one curious anomaly in *spelltrap* absorption; the casting of *dispel magic* on a trap always causes the trap—by itself, and in addition to any release directed by the trap's user—to unleash one spell at random directly at the caster of *dispel magic*. (This is the only case in which a *spelltrap* releases more than one spell in a given round; if the caster wills it to release a spell, both spells are cast out of the trap.) If no spells were absorbed by the *spelltrap*, nothing is unleashed, but in both cases the *spelltrap* absorbs the *dispel magic* spell and remains in existence.

Missile attacks upon a *spelltrap* have no effect; direct physical attacks drain a *spelltrap* of one spell, at random (unleashed directly upon the attacker in addition to any those ordered by the trap user). The material components of this spell are a diamond or diamond fragments of not less than 2,000 gp value and a moonstone of any size, both consumed in the casting.

Spellstrike

(Alteration)

Level: 9**Components:** V**Range:** 10 feet per level**Casting Time:** 1**Duration:** Permanent**Saving Throw:** None**Area of Effect:** Special

Definition: This rare and potent magic enables the wizard to instantly negate and cancel all effects of any one spell. The spell may only be one that took effect in the previous round, or that is being cast in the same round as the *spellstrike* is uttered. The precise nature of the spell need not be known to the caster of the *spellstrike*, but a particular spell must be consciously willed in order to cancel it—that is, "whatever spell that being is casting" or "the spell that made X turn purple last round," not "any spell that affected X last round."

Spellstrike does not cause a spell to be reflected back on anyone, but merely to go out of existence and dissipate harmlessly. Magical powers are affected by this spell, but magical item and artifact powers are not. *Permanency* is affected by a *spellstrike*, but *contingency* (and spells tied to it), *alter reality*, *limited wish*, and *wish* are not.

Universal Astronomy

XP Value: 1,600 GP Value: 16,000

DRAGON Magazine 82

Melf's work contains the spells *Melf's minute meteors*, *meteor swarm*, and *fireball*.

Unknown Movements of the Universe

XP Value: 2,000 GP Value: 20,000

DRAGON Magazine 82

Arnd penned *run*, *shadow walk*, *teleport without error*, *succor*, and *vanish* into this spellbook.

Vaerendroon's Ineffable Enchantments

XP Value: 2,400 GP Value: 24,000

The Magister

This slim volume is bound in red-dyed rothé hide and six vellum sheets have been sewn into it. Each sheet is edged all around by electrum edge-channels. The hide of the cover is stretched over slabs of slate and has electrum corner-caps. The tome's title is branded with small, flowing letters in Thorass into the cover, and each letter is carefully picked out in silver.

Vaerendroon was a sage of magical lore who was known to trade much magic for a particular spell he desired, often approaching the poor apprentices of great wizards to get this magic. He has not been seen for some 20 winters, and is generally presumed to have died or been slain (although Elminster suspects he may have taken up residence on another plane). Once, when in great need of cash, Vaerendroon assembled his manual, a collection of only six spells, and sold it in Baldur's Gate for 90,000 gp. Its purchaser was the wizard Haljann, who was murdered by the thief Galmorgh, who in turn was slain by unknown hands in the city of Scornubel.

Galmorgh's belongings were ransacked and a magical dagger, all his gold, and the spellbook were taken. The book's present whereabouts are unknown.

The manual's six pages bear six spells, one to a page. The first three are standard magic—*disintegrate*, *astral spell*, *antimagic shell*—and the last three are unique spells, collected in this spellbook for the first time. They are the spells *dire charm*, *vipergout*, and The *Simbul's synostodweomer*, the latter a spell devised by the famous ruler of Aglarond. Details of these spells are given hereafter.

Dire Charm

(Enchantment/Charm)

Level: 2

Components: V, S

Range: 120 feet

Casting Time: 1



Duration: 1d4 rounds plus 1 round per level

Saving Throw: Negates

Area of Effect: One person

Definition: By means of this magic, the caster *charms* one person ("person" is defined the same as for the *charm person* spell) to enjoy killing, and to indiscriminately attack any friend or foe nearby. The target creature is allowed an initial saving throw, but if this fails, the victim instantly attacks all living creatures visible to him or her, seeking to kill until the spell expires (the 1d4 extra rounds beyond the levels of the wizard are determined randomly and secretly by the DM). The caster is the sole exception to this murderous behavior; the *charmed* creature never harms or menaces the caster, and always attacks beings approaching the caster over other creatures. Such a berserker is not under the direct control of the caster, and gains no special physical endurance, Strength, or other abilities by means of this spell.

Vipergout

(Conjuration/Summoning)

Level: 7

Components: V, S, M

Range: 0

Casting Time: 7

Duration: 5 rounds plus 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: By means of this magic, the casting of

5142

which involves a piece of snakeskin (or a portion of a dead snake) which is consumed by the magic, the caster instantly teleports snakes to his or her location. These living snakes appear in the caster's mouth, and are vomited out. They do not choke or otherwise harm the caster, and never attack a caster either. Until the spell expires, they serve the caster, fighting to the death. The snakes are normal, not giant varieties, and may be both venomous and constrictors. One snake appears for every three levels of the caster (rounding down); a maximum of six serpents can issue from a caster's mouth in any one round. Until all of them have been expelled out of the mouth, speech, spellcasting, or pronunciation of magical item activation words on the caster's part is impossible. The caster can breathe normally, can swallow without affecting the arrival of the snakes, and can freely engage in movement and combat.

Summoned snakes range in Armor Class from 9 to 6, move 12 to 15 per round, have up to 2+2 Hit Dice, and attack by biting for 1d2 points of damage (plus, if venomous, poison of insinuating types A, B, or C) and constricting (if constrictors) for 1d4+1 points of damage per round. While the spell lasts, the caster's control of the snakes cannot be broken by any means except slaying the caster or the snakes—*dispel magic* and charm magic do not end or overcome the caster's control of the reptiles. Controlled snakes attack or not as the caster wills, switch targets if desired, constrict without harming (or biting), use their coils and jaws to gnaw ropes or turn keys, carry wands to the caster or move other small objects about, and engage in other noncombatant activities.

However, a *viper gout* does not enable a caster to empower a snake with special powers, increased Dexterity or Intelligence, or force a snake to attack itself.

The Simbul's Synostodweomer

(Alteration/Necromantic)

Level: 7

Components: V, S

Range: 0

Casting Time: 7

Duration: Special

Saving Throws: None

Area of Effect: Special

Definition: Similar to a power possessed only by the most powerful of the mysterious incantatrices, this spell allows the caster to use the magical energy of any spell already memorized by the caster to *heal* the caster or another being.

This second spell must be cast in the round following the casting of the *synostodweomer*; even if this subsequent casting is incomplete or interrupted, the *synostodweomer* works. The second

spell is lost from the caster's mind, and any material components are consumed in the normal manner—but rather than taking effect, the spell's energy is channeled into the caster, who can absorb its energy as healing or pass it on by directly touching another (single) being. Only if there is excess energy can the caster choose to heal both self and another being—the other being is completely healed, and the remaining energy heals the caster, excess energy is simply lost. The healing occurs in the round following the infusion of spell energy. If the caster has extra energy but is unable to touch another injured creature during this time, the extra energy is lost. A spell used to heal by this means yields energy enough to heal 2 points of damage per level of the spell. Once the *synostodweomer* is cast whatever spell the caster casts in the following rounds is used to heal, regardless of the caster's subsequent wishes or the level of the spell unleashed. If no spell is cast on the following round, the magic is lost and no healing occurs. Spells from scrolls and magical item effects, as well as spells cast by beings other than the caster of the *synostodweomer*, cannot be used for such healing.

Vampire Book*

XP Value: +600

GP Value: +100

DRAGON Magazine 82

The unlucky owner of this volume will lose one book at random per week, as the contents of the owner's library are slowly drained by the *Vampire Book*. The books affected are left with blank pages, but those pages reappear in the *Vampire Book*. When another book is drained, the pages of the previously drained book disappear to make room for the new ones. However, the title and markings on the cover of the *Vampire Book* do not change, making it difficult and probably time consuming for the owner to discover which book is doing the draining. After the owner of a *Vampire Book* notices that the contents of some prized books are disappearing, he or she may choose to conduct a search of the library to find the cause (assuming that the owner figures out the cause). Each book must be examined individually to see if the contents match the cover, or to see if a book now contains writing drained from another book. This process takes one turn per book examined, and the chance of finding the *Vampire Book* on any given turn is expressed as "one in x," where "x" is the number of books in the library that have not yet been searched. This can be a long and tedious endeavor for a character who owns a large library, and for the DM who must determine if and when the search is successful. (Depending on circumstances, a *detect magic* spell or other magical or psionic methods may speed the

5143

search.) The vampire power cannot function if the book is kept in a metal container by itself, or if it is stored at least 10 feet away from other books. Its power is triggered 1d12 weeks after it is obtained.

Variations on Visual Perception

XP Value: 1,600 GP Value: 16,000

DRAGON Magazine 82

Mhzentul placed *hypnotism*, *hallucinatory terrain*, *paralyzation*, and *veil* into this spellbook.

Weapons of the Ether

XP Value: 2,400 GP Value: 24,000

DRAGON Magazine 82

Melf and Mordenkainen collaborated on this work that contains *whip*, *Melf's acid arrow*, *magic missile*, *enchant an item*, *enchanted weapon*, and *Mordenkainen's sword*.

White's Codicil

XP Value: 2,000 GP Value: 20,000

DUNGEON® Magazine 15

The *White's Codicil* is a tall, thin volume bound in white ermine over seasoned boards of white pine and sealed with a clasp and lock of tarnished silver. The ermine is somewhat worn about the edges from use. The 27 pages within are of vellum edged in crimson paint on their outer borders. The whole is sewn to a leather binding with strips of sinew, making it quite durable.

It has been postulated that the *Codicil* was written by priests of Auril as a primer on her worship and on the uses of the cold in which the Frostmaiden revels. It has been seen only once outside the devout circle of her followers. Ten winters ago, an adventuring company known as the Company of Seven Stars gained the *Codicil* as part of the spoils from a group of bandits they slew while guarding an early spring caravan to Neverwinter. They sold the book to the sage Erpalio of Neverwinter, whose description of the volume is the only record of it in the Realms. Agents of the sect of Auril are assumed to have recovered the book the next winter, for Erpalio was found frozen in his warm study, and the *Codicil* was gone. It has not been seen since, although it is doubtless present at ceremonies in the North honoring the Frostmaiden. In addition to the denominational lore it contains and the knowledge of secret ceremonies it discloses, possession of the *Codicil* also grants the owner *resistance to cold* (as the priest spell) as long as it is carried on the owner.

The first page is simply a title page with the snowflake rune of Auril. The next 13 pages cover the rites and services of Auril, the Frostmaiden, in chilling detail. One of these rituals includes the

summoning of an ice paraelemental. The next 13 pages include spells and major ceremonies. The priestly ceremonies for coming of age, burial, dedication, investiture, ordination, and special vows are all described. Due to the large number of evil spellcasters, witch doctors, and frostmen who worship Auril, the priest spells are followed by the wizard spells *chill touch*, *frost fingers*, *shatter*, *gust of wind*, and *wall of ice*.

Frost Fingers

(Evocation)

Level: 1

Components: V, S

Range: 0

Casting Time: 1

Duration: 1 round

Saving Throw: None

Area of Effect: Special

Definition: This is essentially a cold form of the *burning hands* spell. When cast, it causes freezing cold and shards of ice to blast from the caster's fingertips to a distance of 3 feet in a 120(DG) arc in front of the caster. Any creature in the area of cold takes 1 point of damage for every level of the spellcaster, and no saving throw is possible. Liquids engulfed by the cold will freeze unless it survives a saving throw vs. cold.

Wizard's Workbook

XP Value: 2,800

GP Value: 28,000

DRAGON Magazine 69

While the details of the physical appearance of the *Wizard's Workbook* (also known as *The Workbook*) are unknown, it is said to be a bound volume with no inscriptions on its covers. Once in the elven city of Myth Drannor there was a school of magic. Its teachers were known as the Seven Wizards, and included the one known only as Mentor. Its founding and objectives are forgotten, for Myth Drannor has long since fallen to ruins, and the Seven Wizards disappeared even before Myth Drannor's destruction. Many of the wizards, whose names are now known throughout the Realms, were tutored at the Wizards' school, and it is common knowledge that Mentor caused the spells of his pupils' devising to be collected in a book, once he had tested and approved their dweomercraft. Accounts of *The Workbook's* contents vary; it is quite possible that more than one such book was collected, although only the existence of this one book is certain.

The sage Flamsterd, of the Moonshae Isles, purchased the tome known as *The Wizards' Workbook* from a band of adventurers, and carefully copied its contents. He later sold the secrets of several of *The Workbook's* spells for very large amounts of gold, and purchased the entire island

5147

that now bears his name, though his enjoyment of the isle was short-lived. It is thought that one of his clients guessed what the sage possessed, for one night the sage and his entire Tower, on the leeward side of the island, simply vanished. Others believe the sage came to grief while practicing magic. Still others hold that he left this plane of existence.

No sudden rise in power was noted among those of the Art, however, and it is thought that *The Workbook* may have been lost or destroyed. Installments of Flamsterd's personal diaries, the *Moonshae Chronicles*, were sent regularly from the sage's isle to his friend Elminster, and in one was set down the entire text of *The Workbook*. The purchased records of individual spells still exist, of course, scattered throughout the Realms. It is from Elminster's library that we learn the spells below; the present contents of *The Workbook* may well vary slightly. *Dismind* is thought by some to be the work of Khelben "Blackstaff" Arunsun, and by others to be the work of Mentor himself. The other spells bear the names of their creators.

Spendelarde's Chaser

(Necromantic)

Level: 4

Range: Touch

Duration: 1 turn per level

Area of Effect: One creature

Components: V, S, M

Casting Time: 8

Saving Throw: None

Definition: This spell negates the adverse effects of all drugs (including alcohol) in the recipient. Dexterity and mental impairments are instantly "cured," leaving the individual clearheaded and free of pain, able to undertake complex tasks requiring intense concentration, such as spellcasting. The pain of even mortal wounds is removed, although the *chaser* does not heal any damage of mind or body. If the condition has not righted itself by the time the spell wears off, the effects return. But natural body processes continue while a creature is under the influence of the *chaser*, so that a hangover or other temporary discomfort may well vanish before the spell expires. The *chaser* has no effect on insanity or magical conditions (such as *feeblemind*), but does give a +4 saving throw vs. poison present in the recipient during the time the spell is in effect. (If a saving throw vs. poison has already failed, application of the *chaser* permits a second, though unmodified saving throw—no +4 bonus, but no subtractions either.) The material component of this spell is a drop of *holy water*, touched to the tongue or skin of the recipient. (The spell may be cast on oneself.)



Caligarde's Claw

(Conjuration/Summoning)

Level: 4

Range: 60 feet

Duration: 1 round per level

Area of Effect: One creature

Components: V, S, M

Casting Time: 4

Saving Throw: Neg.

Definition: Use of this spell requires the claw or foot of a creature, which is consumed in the casting, and brings into existence an invisible *claw of force*. The spellcaster indicates (by pointing toward a location; sight is not necessary) a target within 60 feet. If the target saves, the claw does not come into existence. If the target does not save, the claw must locate the target (with an attack roll, as though it was a weapon wielded by the caster). If it does so successfully, it immediately causes 1d4 points of damage. After that, it strikes infallibly once per round for 1d4 points of damage until the spell expires, the *claw* is destroyed, or the target escapes pursuit by becoming ethereal or otherwise physically leaving the plane of the caster.

Although the claw never misses, the damage done by its strike can be negated by an *antimagic shell*, *shield*, *Bigby's interposing hand*, or a similar magical barrier. It can be destroyed by *dispel magic*, but cannot be controlled or physically harmed. It is not a living thing, it is not intelli-

5147

gent, and it cannot perform any task other than slashing, tearing, and rending. It can be dispelled at will by the caster, but does not require continued concentration for its maintenance. It does not vanish if the caster is killed or rendered unconscious. Its attacks do not necessarily interfere physically with the actions and movements of the target, who may well cast spells or engage in physical combat.

The claw remains with its target unshakably, regardless of distance traveled, physical barriers, or aerial or underwater travel. It never changes targets, vanishing at the death or disappearance of its target. If it fails to initially locate its target, it remains within 10 feet of the intended target's initial location, an invisible presence, until the spell expires. If any creature approaches within 10 feet of its location after the intended target withdraws, the claw automatically strikes (attack roll required) without any attention or act of will on the part of the caster. The claw can be cast at a door to prevent unharried, future entrance or egress. Note that a careless or forgetful spellcaster could well be attacked by his or her own claw, if it is approached too closely after missing its intended target. A spellcaster does not know if a claw is active, once cast, except by observing the behavior of the target—or by suffering a surprise attack. The claw can be immediately dispelled by the caster. If unsuccessful in a second attack against a secondary target, the claw continues to attack any target within a 10-foot radius until the spell expires, and may attack the target it originally missed if the target leaves and reenters the area of a *Caligarde's claw*. The claw does not attack anything if the original target remains in the area—but such immobility seldom occurs in battle. The claw can only locate and affect targets with a tangible existence on the plane in which it is cast.

Tulrun's Tracer

(Divination/Alteration)

Level: 4

Range: 10-foot-radius

Duration: 4 rounds per level

Area of Effect: Special

Components: V, S, M

Casting Time: 8

Saving Throw: None

Definition: When this spell is cast, the *tracer*—a continuous, luminescent pathway akin to a *light* spell—comes into being within a 10-foot radius of the caster. It shows the most recent trail of any single creature whose path the caster wishes to trace, described verbally by the caster over the material component (a pinch of phosphorus or a glowing life form such as a fungus or glow-

worm). The creature must have been present in the 10-foot radius about the caster within a period of one day per level of the caster for the *tracer* to appear. *Tulrun's tracer* shows the route of the creature within the 10-foot area, and then expands at a rate of 60 feet per round along the route taken by the creature, moving in that direction for the duration of the spell. Once beyond the 10-foot initial radius, it only shows the trail of the creature as long as it remains in physical contact with the ground. *Pass without trace* and similar spells do not confuse the *tracer*, and it will follow the creature's route through physical barriers and across all gaps of up to 14 feet. It will not otherwise show aerial travel, but it does shine in and under water.

The path ends when the target creature is reached, the spell expires, or at any place to which the target creature *teleported*, left the plane of the caster, or embarked upon a mount or conveyance such as a cart, ship, or *carpet of flying*. In the latter case, an individual reaching the path's end receives a clear mental picture of the destination, even if on another plane. If the target creature took a mount or conveyance, the mental picture is of the act of doing so and not of the eventual destination. Portions of the *tracer* can be negated by *dispel magic*, *continual darkness*, and the like, but it cannot be physically disturbed (a *gust of wind* would not shift it). When the spell expires, the *tracer* slowly fades into nothingness; if it has not its target, there is no mental picture of the target's destination. The *tracer* is intangible, it may be passed through or traveled within without harm and does not activate magic upon contact nor does it distort magic or physical phenomena passing through it.

Tasirin's Haunted Sleep

(Enchantment/Charm)

Level: 3

Range: Touch

Duration: 1 turn per level

Area of Effect: One creature

Components: V, S

Casting Time: 1 round

Saving Throw: Neg.

Definition: This spell can only be cast successfully upon a sleeping creature. The slumber must be normal—unconsciousness, coma, or similar states of mental injury, such as concussion, potions, astral or psionic activity, and charm-related spells cause the spell to be ineffective. *Tasirin's haunted sleep* puts the recipient into a deep sleep for one turn per level of the caster, and early awakening from this state can only be accomplished by *limited wish*, *dispel magic*, the infliction of acute physical pain

5147

(wounding) upon the recipient, or at the caster's will. The target creature is allowed a saving throw, which, if successful, negates the effects of the spell.

The caster is never directly aware of the target's thoughts or mental state, or of the success of the spell. While in such a deep sleep, the creature is open to the influence of subconscious visions or dreams. The spellcaster can project one specific scene or vision into natural mental activity, and this will come into the victim's consciousness soon after awakening. The vision's clarity, detail, and accuracy depend upon the caster's concentration, for the scene must be held in mind during the casting. Such visions can masquerade as divine communications or memories, and can be used to influence decisions, goad the recipient into a certain course of action, trouble the recipient, or, conversely, to calm and rest the recipient at a time of mental anguish or troubles. A spellcaster skilled in the use of this spell can boost morale, joy, or enthusiasm—or crush them.

During "haunted sleep," the recipient is especially susceptible to any one *suggestion* spell, which can be cast by the caster of the *haunted sleep* or another spellcaster, and is saved against at -3 by the creature in "haunted sleep." Such a *suggestion* will be "heard" by the recipient as an inner mental voice, and must be in a language that the recipient understands to be successful. This spell cannot be cast on oneself.

Laeral's Dancing Dweomer

(Alteration/Illusion/Phantasm)

Level: 3

Range: 20 feet +10 feet per level

Duration: 1 turn per level

Area of Effect: 4-inch-diameter sphere

Components: V, S, M

Casting Time: 6

Saving Throw: Neg.

Definition: This spell requires a pinch of dust thrown into the air about the caster and any object (not changed in any way by the spell) radiating a *dweomer* at the time. When cast, the spell causes many magical auras to flicker and dance about from object to object (including creatures and areas with large surfaces, such as walls). The auras are not visible to the unaided eye (*detect magic* or similar means must be used), and are not seen by creatures saving against the spell or having *true sight*. If the saving throw fails, the auras will totally confuse *detect magic* or the like for the spell duration. The auras do not disappear when touched, but *dispel magic* destroys all auras within its area of effect.

Archveult's Skybolt

(Alteration)

Level: 4

Range: 10 feet per level

Duration: 2 rounds

Area of Effect: Special

Components: V, S, M

Casting Time: 4

Saving Throw: ½

Definition: This spell requires a crystal at least 1 inch in length. The crystal may be a faceted gem, a piece of quartz, or cut glass. The spellcaster throws the crystal at a target creature or area while speaking the final words of the spell, and its path creates a glowing "bolt" in the air, similar in appearance to *Tulrun's tracer*. The bolt is 4 feet in diameter, begins 10 feet from the caster, and extends onward to a maximum length of 10 feet per level of the caster. The bolt cannot materialize underwater and ends if the crystal strikes water, any barrier, or passes beyond the caster's range. The crystal is consumed instantly, in a burst, if it passes beyond the caster's maximum range, and is otherwise consumed at the expiration of the spell.

Any living thing coming into contact with the bolt suffers 1d4 points of shock damage per level or Hit Dice it possesses (ignoring additions; a 5+5-HD monster would take 5d4). A creature struck by the crystal (an attack roll, with any modifications for missile weapon ranges, is made when the spell is cast) suffers 1d6 points of damage per level or HD it possesses. The creature may grasp the crystal and hurl it back at the caster, and the bolt continues to form to the limit of the caster's range (so that a caster may be struck by his or her own bolt), but when directly grasping the crystal, any creature suffers a further 1d6 points of damage per level or HD and must make a system shock survival roll. A *skybolt* lasts for two rounds after its casting. It can be destroyed in whole or in part by contact with an *antimagic shell*, *wall of force*, *shield*, or similar spells, *dispel magic*, or *gust of wind*. It cannot be deflected, grounded, or opposed by insulation. It does not conduct through metallic substances, but note that armor that is not airtight and does not negate the effects of a *skybolt*. Creatures and non-magical objects entering the *skybolt* do not deflect, negate, or sever it. A crystal entering an area of magical protection that does not allow formation of a bolt is instantly rendered harmless.

Dismind

(Enchantment/Charm/Reversible)

Level: 9

Range: Touch

Duration: Special

Area of Effect: One creature

Components: V

Casting Time: 2**Saving Throw:** Neg.

Definition: This spell consists of a phrase spoken while the caster touches the recipient (the spell may be cast on oneself, serving as a "last resort" escape from certain death, torture, or mental damage), causing the recipient's mind to fly from his or her body. The body instantly undergoes a curious transformation—it remains in the position it was in when the spell was cast, surrounded by a glowing aura of force that allows nothing to touch the body and stopping all physical and crushing attacks or probes. The limbs of the body can be shifted by pushing on the invisible armor of force, but when released will slowly drift back to the original position. Magical attacks, fire, poisons, and corrosive or disease-producing substances (including ochre jelly, green slime, rot grubs, and the like) cannot reach the body. The bodily processes of a *dismined* person are totally suspended, so that the body does not age or breathe. *Dismined* persons have a vacant stare. They cannot use any of the senses of the body they have abandoned, nor can they return to it without aid.

The freed mind wanders behind mental defenses of its own making, immune to all forms of magical, psionic, or other mental contacts and attacks. A wandering mind is not detectable by any known means, and never leaves the Prime Material Plane. It cannot control where it goes or what it observes, and typically retains little memory of its visions and speculations. (A DM should describe 1d6 scenes or phrases of thought without giving any explanations.) A wandering mind cannot deliberately pray, study, or research spells, or choose to observe any particular event, locale, or individual.

The mind can be fully restored to its body by *alter reality*, *limited wish*, or *restore mind*, the reverse of this spell. The reverse can also be used to *cure insanity* and all mental disorders, *feeble-mindedness*, and physical brain damage. It will end any mental controls (including *quest*, *geas*, and magical *charms* cast by spell or by creatures such as nixies or vampires) of any form upon a recipient mind, totally freeing the mind from their influences without causing the individual any harm—but it cannot restore lost psionic powers. A delirious, drunken, or exhausted creature can become clearheaded and mentally alert by means of this spell. A saving throw applies to both spells, and, if successful against *restore mind* (regardless of the wishes of the *dismined* recipient creature), the spell has no effect. Such a failure does not mean the mind cannot be restored, but only that the particular spell cast at that time did not work.

of the Wyvernwater Circle**XP Value:** 1,600**GP Value:** 16,000

DRAGON Magazine 164

This spellbook is two octagonal, half-rounded slabs of shadowtop wood enclosing 16 vellum pages. Each page contains a single druidic prayer (written spell as follows: *detect magic*, *faerie fire*, *invisibility to animals*, *pass without trace*, *wailing wind* (a unique spell), *cure light wounds*, *fire trap*, *locate animals or plants*, *produce flame*, *touchsickle* (a unique spell), *call lightning*, *cure disease*, *flame shield* (a unique spell), *hold animal*, *mold touch* (a unique spell), and *water breathing*. The book is old and well worn, but protective magic prevents normal heat, flame, water (even a heavy rainfall), or cold from harming it.

The Wyvernwater Circle was a group of druids who flourished over 200 years ago, when elves ruled the western Dragonreach and much of Cormyr and what is now the Dales were still cloaked in heavy forest. The circle (of 12 to 16 members; their numbers varied over time) dwelt on the northern shores of the Wyvernwater, at its eastern end. The area they protected is now mostly rolling farmland, although part of its easternmost reaches survive as the Hullack Forest.

Hullack, leader of the circle, was a firm and true friend of the elves. It is said that he lies buried in a hidden magical refuge known as the Elfhold, somewhere in the depths of the forest that bears his name. Hullack created the book, well aware of his own mortality and of the need to preserve the woodlands—a need that could only grow more pressing as men became more numerous around the Wyvernwater. It was his intention that the tome serve as an aid in training new recruits to the circle. The book could also aid the druids' allies in the defense of the trees if the circle were absent, weakened, or destroyed.

In the end the circle did fall, battling beholders who were served by gargoyles, bugbears, and quicklings. The eye tyrants sought to establish a realm in the area, where they would be served by human and elf slaves (whom they might herd like cattle and hunt for sport and food). The circle slew at least five eye tyrants and drove the rest northward, into the mountains. The fell woodland, where the beholders continue to lurk, is known today as the Spiderhaunt Wood, but it was not then isolated from the great forest that covered all the land from the advancing desert of Anauroch to the coastal marshes of the Inner Sea. The tome was lost in the battles at which the circle members were slain, driven mad, or scattered. Today, the tome's whereabouts are unknown.

5148

The contents of the *Tome of the Wyvernwater Circle* come down to us from surviving initiates of the circle, and include four prayers said to have been given to Hullack by the goddess Eldath herself.

Wailing Wind

(Alteration)

Level: 1

Components: V

Range: 100 feet per level

Casting Time: 1 round

Duration: 1 turn per level

Saving Throw: None

Area of Effect: Special

Definition: By means of this spell, a druid or other priest creates a magical warning system. When any creature enters a guarded area (a passage, chamber, cavern, doorway, or cave mouth of up to a maximum size of 10 cubic feet per level of the caster), a wailing, whistling blast of wind blows from the guarded area toward the druid.

The wind travels toward the druid regardless of intervening distance if the druid is on the same plane as the guarded area. The wind can reach up to 100 feet per level of the casting druid. The *wailing wind* has a distinctive tone and can be heard by all creatures. It transmits and magnifies any sounds (speech and movement) made by the triggering being at the time it is activated, and it can give any listener a clue as to what sort of intruder approaches.

The spell cannot be modified to be activated by only specific beings or types of creatures. Once the guarded area is entered and the wind rises, the spell is exhausted. The wind itself lasts for one round per level of the druid, although the caster may end it sooner.

Once ended, the wind cannot be restarted except as follows: As the level of the caster increases, the number of activations per single spell (the number of blasts of wind, occurring for different intruders at different times) is also increased. A 1st- or 2nd-level caster creates only a single-blast wailing wind; a 3rd- or 4th-level caster creates a wind of two blasts; a 5th- or 6th-level caster creates a wind of three blasts, and so on (no known maximum).

Touchsickle

(Alteration)

Level: 2

Components: V, S

Range: 0

Casting Time: 2

Duration: 2 rounds per level

Saving Throw: None

Area of Effect: Self

Definition: By means of this spell, one of the caster's hands temporarily becomes a magical weapon. The extremity is able to strike all creatures who can be hit only by magical weapons (even if such creatures are normally hit only by magical weapons of +2 or greater). The extremity gains no attack bonus, but its slightest touch does the same damage as a sickle (1d4+1 vs. S/M; 1d4 vs. L). Its touch can slash or stab like a normal sickle, as the caster wills. A druid may use the enchanted extremity to harvest greater mistletoe as though it were a gold or silver sickle.

Flame Shield

(Evocation)

Level: 3

Components: V, S, M

Range: 0

Casting Time: 3

Duration: 1 round per level

Saving Throw: None

Area of Effect: Special

Definition: This spell brings into being a pulsating, 6-foot-high *shield of darkness* at the end of the druid's hand. The shield is weightless and has no solid existence. Missiles and other weapons and solid objects (including parts of the caster's body) pass harmlessly through it. The shield remains attached to one of the druid's hands (chosen during the casting) unless the druid touches another creature's hand and wills control of the shield to pass to the other (who must agree to the transfer or it cannot occur).

The shield works against flame. Its touch extinguishes normal torches, flaming oil, and candles instantly. Larger fires are diminished. A *fireball* striking or exploding around the bearer of a *flame shield*, for example, does only half damage. A *flame blade* coming into contact with a *flame shield* is harmlessly destroyed. A *flame shield* can prevent a *flame strike* only if it is directly in the path of the strike. Flame-related illusions, hypnotic patterns, and the like have no effect on any being viewing them through a *flame shield*. A magical *flaming sword* striking through a *flame shield* encounters no resistance and does normal weapon damage (but not flaming damage). The shield doesn't permanently affect the blade in any way, but the part of the blade that has passed through the shield remains free of flames while any part of the blade is in contact with the shield; thus a *flaming sword* striking through a *flame shield* cannot ignite a scroll or other flammable object by touch.

The material components for this spell are a piece of phosphorous, a drop of mercury, and a cobweb.

Mold Touch

(Alteration)

Level: 3**Components:** V, S, M**Range:** Touch**Casting Time:** 3**Duration:** Special**Saving Throw:** Special**Area of Effect:** Creature touched

Definition: This spell empowers a druid to transmute mistletoe, holly, or oak leaves (the material components) into brown mold spores without suffering personal harm. Any creature touched by the caster within six rounds of the casting is infected by brown mold. (An attack roll is required; if the druid cannot touch any creature, the mold spores vanish at the end of six rounds.)

The mold spores created by this spell cannot live on plant or inorganic material. All the spores created by the spell are transferred to any creature touched by the druid. Thus, the druid can infect only one creature per spell (in the event of an accident, it could well be a friend or ally). A *mold touch* spell does 4d6 points of damage to the target creature (half damage if a saving throw vs. spell is made). Brown mold spreads upon the victim; in the second round after the attack, the mold does 2d6 points of damage (save for half damage). On every round after that, the victim receives a saving throw vs. spell. If the save is successful, no damage is taken and the spell ends. If the save fails, the victim takes 1d6 points of damage in that round. Brown mold created by this spell is of limited duration, and a victim cannot infect other creatures, even if intending to do so. Magical cold harms mold created by this spell in the usual manner (but also affects the creature on which the mold is growing).

of Zargos**XP Value:** —**GP Value:** —

The Milenian Empire

As a greater artifact, this spellbook has 320 power points and recharges at the rate of 20 per turn.

This powerful artifact was created a century ago by the Entropic Immortal named Nyx while in her mortal form as a Milenian wizard named Zargos. With the "death" of Zargos, the book was left to his followers, the Zargosians, who have yet to uncover all of its powers. Nyx created the book in the hope that mortals would one day use it to destroy the sun, and plunge the Hollow World into eternal darkness.

The *Book of Zargos* is currently in the hands of the Zargosians, and is kept upon an altar within the Tower of Night. The Zargosians use it to control the weather around the tower, to create undead creatures and other monsters, and to

develop new magical spells.

The covers of the book are made of a black, leathery substance like the skin of a bat's wings. Fixed to the front cover is the horned skull of some diabolical creature. Its eye sockets are filled with obsidian, and glow blackly. The pages of the book appear to be made of thin sheets of bone. A coded language of strange glyphs and sigils covers the pages, and seems to have been etched with a claw or sharp instrument.

Weapon Characteristics: None.**Armor Characteristics:** None.

Constant Powers: The following two powers are permanent effects and cannot be used for any purpose other than that described:

- *Phantasmal force* (50 PP) makes the *Tower of Night* appear as a huge, gnarled tree. Anyone touching the "tree" sees it as it really is: a strange, obsidian tower.
- *Weather control* (80 PP) keeps thick clouds and fog around the *Tower of Night*, bathing it and 240 yards of terrain in all directions in deep shadow.

Other Powers: Through a secret ritual, priests and wizards of Zargos become "attuned" with the book. This allows them to draw upon any of the following powers, but only while they are within 420 feet of the artifact:

- *Animate dead* (50 PP).
- *Cause fear* (10 PP).
- *Create poison*, reverse of *neutralize poison* (30 PP).
- *Infravision* (20 PP).
- *Speak with monsters* (60 PP).

The following powers are actually spells written in the book. Because of the coded language in which these spells are written, not all of them have been deciphered by the Zargosians. Those marked with an * may be used by Zargosian wizards and may be found in their individual spell books. The others have not been deciphered, and cannot be used . . . yet.

- *Animate dead**
- *Close gate*. This is a special version of the reverse of the *gate* spell in that range is extended to line-of-sight. Thus, it could be cast upon the sun of the Hollow World. This "sun" is actually the energy released from a permanent gate to the Sphere of Energy. If the "sungate" were closed, the Hollow World would be plunged into absolute darkness.
- *Cloudkill*
- *Lightning bolt**
- *Power word blind*
- *Shield**
- *Weather control**

Everyone attuned to the book becomes susceptible to the sun's rays, suffering 1 point of damage per round of exposure. The damage can be healed

5149

by spells and rest as normal. Those attuned to the *Book of Zargos* slowly change over time; their skin pales from lack of sunlight, their eyes become sunken, and their lips pull back from their teeth. The overall effect makes them look like undead creatures, though they do not truly become the undead. Affected characters lose Charisma at the rate of 1 point per month, until a minimum Charisma of 4 is reached.

Each use of the book's powers (but not spells learned from it) drains 1 hit point from the user. The damage cannot be healed by the use of spells; only by rest, and at the rate of 1 hit point per day. If a user's hit points drop to 0 as the result of using a power, the character is dead.

When using the artifact's *animate dead* power, there is a 40% chance the character's alignment changes to a chaotic bent, if not already chaotic.

Users of the book become obsessed with protecting it from harm.

Notes: A *detect evil* spell reveals the book's evil nature. It can be utterly destroyed only by being burned in the fiery heart of the Hollow World's sun.

Spelljammer Detector

XP Value	GP Value
Detector: —	300,000
Helmet: —	10,000

War Captain's Companion

This rare, almost priceless item looks much like a huge, insectoid face that stares blankly into the void of space. Commonly 40 feet long or more, found on asteroids or similar bases, the detector shows the location of all human-size or larger objects within a 20,000-yard radius (40 hexes). A *helmet of liaison* is needed to link the detector to the wearer of the helmet (much as a smaller *antennae of triangulation*). The helmet relays the information found by the detector in exact detail.

When the helmet is worn, the wearer immediately gains a 360(DG), spherical picture of the area around the base. Every minute detail can be seen in his or her mind. The positions of the details change as the base revolves, rotates, and changes heading. If there is a chance that the operator might lose an object being tracked, or that some significant detail might be missed, he or she must make a Wisdom check. Using the detector is fully as fatiguing as manning a *spelljammer* helm, and is subject to the same requirements for resting afterwards.

A *spelljammer detector* (and a *helmet of liaison*) might be purchased for 300,000 gp or more, depending upon availability and the reaction roll of the seller, but not for less than that price. The *spelljammer detector*, can be used as long as a rested operator is available.

Spelljamming Ram

XP Value	GP Value
Blunt +1: 50/ton	1,000/ton
Blunt +2: 100/ton	2,000/ton
Blunt +3: 200/ton	4,000/ton
Grappling +1: 50/ton	2,000/ton
Grappling +2: 200/ton	4,000/ton
Grappling +3: 400/ton	8,000/ton
Piercing +1: 50/ton	1,000/ton
Piercing +2: 100/ton	2,000/ton
Piercing +3: 200/ton	4,000/ton

War Captain's Companion

Somewhat rare items, magically enhanced rams are highly desirable additions to any ship. The bonus they possess applies to both the attack roll and the damage determination. A small ram fits a ship of 10 to 40 tons. A medium ram fits a ship of 40+ to 60 tons. A large ram fits a ship of 60+ tons.

Sphere

Spheres are ball-shaped objects and may be constructed from a multitude of different materials. They can be leather, sculpted wood, rock, crystal, or even chunks of absolute nothing. Spheres are commonly used to divine answers beyond the user's normal senses.

of Annihilation

XP Value: 4,000	GP Value: 30,000
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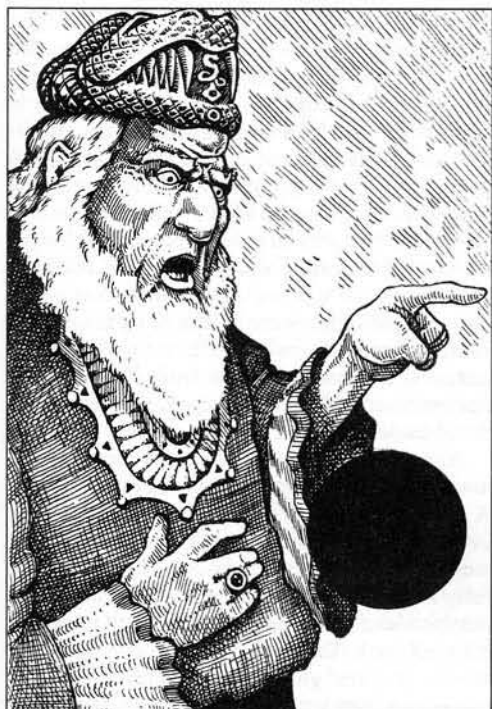
DUNGEON MASTER® Guide

A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The sphere is actually a hole in the continuity of the multiverse, a void. Any matter that comes in contact with this sphere is instantly sucked into the void, gone, utterly destroyed—even wishes and similar magic can't bring it back.

A *sphere of annihilation* is basically static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. The brain waves of the individual concentrating on moving it bend spatial fabrics, causing the hole to slide. Control range is 40 feet initially, 10 feet per level once control is established. Basic movement rate is 10 feet per round, modified as shown below.

Concentration control is based on Intelligence and level of experience—the higher the level the greater the mental power and discipline. For every point of Intelligence above 12, a wizard adds 1%; for every point over 15, another 3% is added. In other words, add 1 to each point from 13 to 15, and an additional 3% for each point from 16–18—the maximum to move it, but if control is not established, the sphere will slide toward the wizard attempting to move it. The sphere will continue to

5152



move in this direction for 1d4 rounds and as long as the wizard is within 30 feet after that.

If two or more wizards vie for control of a *sphere of annihilation*, the one with the highest percentage chance to control the sphere is checked first, then the next strongest, and so forth. Control chance is reduced 5% per person, cumulative, when two or more wizards concentrate on the sphere, even if they are cooperating. If none are successful, the sphere will slip toward the strongest. Control must be checked each round.

Should a *gate* spell be cast upon a sphere, there is a 50% chance that the spell destroys it, 35% that the spell does nothing, and 15% that a gap is torn in the spatial fabric, and everything in a 180-foot radius is catapulted into another plane or universe. If a *rod of cancellation* touches a sphere, a tremendous explosion will occur as they negate each other. Everything within a 60-foot radius sustains 3d4×10 points of damage. (See also *Talisman, of the Sphere*.)

In Ravenloft: Anyone who attempts to control this sphere in the demiplane captures the attention of the Ravenloft powers and must make a powers check.

of Darkness

XP Value: 2,000 GP Value: 20,000

DRAGON Magazine 30

The *sphere of darkness* was developed, it is said, to block the keyholes of the doors to Orlow's

study and so prevent anyone from seeing that he was napping and not creating exotic magic as he claimed. These are spheres, 1-inch-diameter that consist of an area in which light cannot exist (and is thus totally black). They obey any command given by their owners, but never travel more than 20 feet from him or her for any reason. When not otherwise ordered, the sphere floats directly over the head of the user (probably attracting unwanted attention or even derision). They cannot be harmed and obey their owners until death. Upon the death of its owner, the sphere obeys the next sentient being that touches it.

of False Calling

XP Value: — GP Value: 1,000

DRAGON Magazine 145

A *sphere of false calling* resembles a *sphere of warning*. This cursed sphere, however, sounds a random alarm every 1d6 months, and tends to glow and hum at particularly inopportune moments (such as before a wedding or a visitation from friendly forces). This sphere never glows before an attack.

Gax's Sphere of Annihilation

XP Value: 4,000 GP Value: 30,000

1992 Fantasy Collector Card 29

This dangerous sphere can be commanded by any wizard, but only by one at a time. Intelligence scores are used to determine who controls the sphere when two or more wizards are vying for it. If both of the competing wizards are of the same Intelligence, then a successful initiative roll determines control for one round, during which time the sphere may be moved 10 yards in the direction of the controller's choice. Initiative must be reestablished every round. Unchallenged wizards are able to move the sphere 10 yards each round for every point of Intelligence they possess. The sphere cannot remain stationary when not uncontrolled.

Glain's Crystal

XP Value: 500 GP Value: 1,500

IMAGINE Magazine 12

These are small, 4-inch-diameter hollow spheres with porcelain cores. *Enlarge* and *shatter* are cast upon the cores, and *mending* upon the glass spheres, which binds them into incredibly strong, single units, without any flaws or weaknesses, each containing a core. Each individual *crystal sphere* has a command word that negates the effects of the *binding* spell. Once the command word is spoken, the slightest movement of the sphere causes the core to expand and shatter with a fragmentation effect. The effect causes 4d6 points of damage to all creatures within a 10-foot

5156

radius. The spheres can be used as a booby trap by placing a *magic mouth* upon one, primed to repeat the command word.

Karnrohb's Airy

XP Value: 1,500

GP Value: 15,000

Otherlands

Used mostly in rescuing air breathing creatures from drowning, this tiny glass globe creates a globe of energy 6 feet in diameter. Inside the globe is a constantly replenishing supply of fresh air. Water is kept out, but the energy cannot keep out spells or living creatures.

To activate the tiny globe, it must be either hurled at the subject or tapped on the subject's forehead. The sphere can be hurled up to 20 feet away.

The sphere can be used three times a day, each use lasting three hours. This tiny item has a very limited offensive capability; a resourceful person could throw the sphere at a water-breathing foe, causing the enemy to "drown" in the air. The thrower performs this action by making a standard attack roll (the target is AC 10 minus any bonuses for Dexterity, quickness, or speed).

The sphere always remains centered on the subject, though he or she may voluntarily depart by actively concentrating on leaving the sphere. The subject can take no other action that round.

Mierest's Starlit

XP Value: 200

GP Value: 2,000

The Magister

Said to be a gift from the purple-cloaked archmage to a traveler who visited Shamblegate, the sphere is of shining silver metal that no blow can crush or mark and that does not tarnish, rust, corrode, or show any effects of heat or flame. It has a diameter of 4 inches, weighs about a pound, and always feels comfortably warm to the touch.

The sphere twinkles with a shifting pattern of cold, blue-white pinpoints of light, whose soft glow clearly illuminates a 20-foot radius. Within this area all sounds are hushed, no winds blow, and all *dancing lights*, *darkness*, *faerie fire*, *light*, and illusion spells are dispelled. Within the area of the globe's illumination, all vision is aided by true sight. If passed through an open flame, the sphere emits soft music of muffled chimes that dies away in 1d4 rounds if the sphere is not brought into a flame again. This music can be heard up to 110 feet away, and stills shriekers who hear it, as well as fascinating most bards.

Undead will not willingly enter or remain in the sphere's illumination, and the more powerful among them usually seek to kill the bearer by magical means and destroy the globe.

Thaddigren's Glowglobes

XP Value: 30

GP Value: 300

Dungeon Magazine 24

Thaddigren Dentiata's *glowglobes* are 1-foot in diameter silver spheres enchanted with modified *continual light* spells. The spell is triggered on and off by touching a 4-inch-square silver plate that was created at the same time as the *glowglobe* but was installed elsewhere. Most of the *glowglobes* are fixed in place and impossible to remove without damaging them. The portable *glowglobes* are activated by touching a 1-inch-diameter, ruby jewel on their square bases. If the jewel is pried from its setting, it becomes worthless and the *glowglobe* is rendered useless.

Any portable *glowglobe* removed from the tower requires recharging after 10d4 turns of use. A recharged *glowglobe* works for 10d4 turns before needing to be recharged again. Recharging requires a spellcaster who knows, or can successfully research, the modified spell. Dentiata has the third-level recharge *glowglobe* spell written in his spell book. The spell will work only on a previously prepared *glowglobe*, but manufacturing a *glowglobe* from scratch is much more difficult.

The silver content of a spent or damaged *glowglobe* is worth 20 gp; normal *glowglobes* are worth 300 gp each, and their encumbrance is 10 pounds each.

of Warning

XP Value: 2,500

GP Value: 18,000

DRAGON Magazine 145

A *sphere of warning* is a 2-foot-diameter globe suspended in gold or silver framework. The entire device is over 4 feet high and 3 feet in diameter, weighing about 300 pounds. The outside of the magical globe is bright green marble streaked with black or red. This sphere is a divination device that begins to glow and hum exactly three days before the structure in which it is contained is to be attacked by any force (an attack is defined as any outside party attempting forced entry into or committing hostile action against the edifice containing the *sphere of warning* or the proper ruler of this edifice). The sphere is capable of fine distinctions, and generally has the DM's tastes with regards to the definition of "proper ruler." The hum and glow of the sphere begin quietly, but increase in intensity during the three days before the attack. Unfortunately, the alarm of a *sphere of warning* is always the same, whether heralding an army of 3,000 orcs led by an archmage or signaling the arrival of three halflings armed with pointed sticks.

When a *sphere of warning* is taken from one structure to another, it ceases to function, resum-

5160

ing operation only when a command word is uttered (there is a 50% chance this command word is engraved somewhere on the sphere).

Spiderwalker

XP Value: 5,000

GP Value: 2,500

Maztica Campaign Set

The *spiderwalker* is an enchanted being created from the body of a dried tarantula. When imbued with the powers of hishna, the *spiderwalker* becomes a deadly terror.

It can only be activated at night, and lasts for the duration of that night only. It ceases to function when the first rays of the sun rise—even if that sunrise is concealed by clouds, or the *spiderwalker* is indoors or underground. It has the following statistics:

Spiderwalker: AC -4; MV 6; HD 13; THAC0 7; #AT 1; Dmg 1 + poison.

The creature can spring up to 10 feet in order to attack. It can drop from any height, falling with amazing accuracy (+2 on attack) onto a victim below.

A *spiderwalker* can be given very specific instructions by one who knows the command word. It can be directed to strike at a single individual, or to attack as many of a certain group as it encounters.

Spinning Wheel

XP Value

GP Value

Cursed: —

1,000

Normal: 600

3,000

The Book of Marvelous Magic

This rare item can be used to spin straw into gold. The user may spin up to 100 gp per night, for the wheel does not function during daylight hours. While being used, however, there is a 5% chance per night it will attract an undead monster (phantom, haunt, or spirit); if so, the monster arises from the earth with normal chances for surprise.

Some rare *spinning wheels* are cursed, so that the user automatically pricks a finger on a poisoned spindle. The victim must make a saving throw vs. poison with a -4 penalty to the roll or sleep until the curse is removed by the kiss of a prince or princess. This curse cannot be broken otherwise, even by a *wish*; however, the sleeping victim needs no food, water, or air.

Springerie

XP Value: 1,000

GP Value: 5,000

Secret of the Slavers' Stockade

Much like a *wand of opening*, a *springerie*, when struck against a locked or bound object, opens it like a *knock* spell.

Spyglass

XP Value: 500

GP Value: 2,500

Champions of MYSTARA®

This 2-foot-long, hollow metal tube has an eyepiece at one end and a large crystal at the other. Anyone looking through the eyepiece can view any spot up to one mile distant as though it were 10 feet away.

Staff

Staves are usually 5 or 6 feet long and as thick as a young sapling—about 1½ inches at the base, tapering to 1 inch at the tip, although they can be of nearly equal diameter throughout. Staves are typically fashioned of wood, often carved, bound with metal, and likely to be gnarled and twisted. They can be unusual or quite ordinary.

Staves, like wands and rods, are powered by charges. A staff typically has 1d6+19 charges when found. It is possible for a staff to have fewer charges, although almost none have more than this number. Some staves can be recharged according to the rules for making magic items. Once all the charges are used, the staff is rendered nonmagical and cannot be recharged.

Unless inapplicable or otherwise specified, staves function at the 8th-level of magic use. Their spell discharge is that of an 8th-level wizard with respect to range, duration, and area of effect. Damage is nominally 8d6 with respect to *fireballs*, *lightning bolts*, and other effects.

Remember that a wizard who possesses a staff always has a weapon in hand as well. A staff, although magical and possessing one or more magical abilities, can also be used as a hand-to-hand weapon. These staves cause the same damage as a normal quarterstaff.

Command Words (Optional Rule): If the DM desires, unleashing the power of a staff can require a specific command word or phrase that must be discovered or researched separately from the item itself. The command can be as simple as a single word ("heal") or as complicated as a rhyming phrase that must be adjusted to fit the circumstances ("I touch this elf; restore his health," or "In this moment of greatest toil, I command thee, staff, uncoil!"). Since command words are the keys to great power, wise owners will memorize them and destroy all other evidence. Indeed, knowledge of command words can be used as a bargaining point in surrender negotiations.

Roll	Staff Type
01-04	Blade Pole
05-08	Bo Stick
09-12	Climbing Pole
13-17	Fustibalus
18-21	Hooked Pole
22-25	Jitte
26-29	Jo Stick
30-33	Kumade
34-37	Lajatang
38-42	Lathi
43-46	Litte
47-50	Mirror Pole
51-54	Quabone
55-58	Quarterstaff
59-62	Shikomi-Zue
63-67	Sode Garami
68-71	Staff
72-75	Staff-Bow
76-80	Staff-Mace
81-83	Staff Sling
84-87	Stick
88-92	Sword Stick*
93-96	Sword-Staff
97-00	Tetsubo

of Air and Water

XP Value: 200 **GP Value:** 4,000

The Minrothad Guilds

This staff provides the ability to breathe water, and its effects on the Elemental Plane of Water automatically extend to a 10-foot radius.

Alar Ch'Aranol's

XP Value: 6,000 **GP Value:** 30,000

DARK SUN® MC Appendix

Alar Ch'Aranol, the leader of the Peace-bringers, owns a *staff of conjuring elementals* that is able to summon one of each type of lesser elemental each day. The summoned elementals always recognize Alar as a friend and treat him as they would an elemental noble.

of Aquatic Wizardry

XP Value: 1,000 **GP Value:** 50,000

Otherlands

Always made from a long piece of driftwood and ritually purified during Solinari's High Sanction, these staves are eagerly sought by all Dargonesti wizards. They can be wielded as normal weapons with a +2 enchantment. They act as *rings of protection* +2 and as *necklaces of adaptation*, enabling the owner to exist above or below the sea.

The staff also enables the wielder to create a *waterspout* three times a week. The spout is a funnel of water 100 feet high and 40 feet wide at its top, tapering down to 5 feet in width. Anything



caught up in this fearsome water form is helplessly tossed about, unable to take any action. If the staff's wielder wishes, the victim can be spat out of the spout at a movement rate of 48. Should the victim's momentum be halted by something hard, like a rock, the impact inflicts 5d12 points of damage. The waterspout can be created under the sea or on the water's surface. It lasts for 2d4 rounds, and has a speed factor of 1. Making a waterspout expends two charges.

The staff also has the following powers, requiring one charge each: *alarm*, *enlarge*, *fog cloud*, *shield*, *summon swarm* (tiny marine animals), and *whispering wave* (as *whispering wind*, but underwater).

The following spells can be cast at the expense of two charges: *airy water*, *animal growth* (sea creatures only), *chain lightning*, *control weather*, *crystalbrittle*, *dust*, *Evard's black tentacles*, *lower water*, *part water*, *summon water elemental*, *transmute water to dust*, and *water breathing*.

Arctor's Staff of Swarming Insects

XP Value: 150 **GP Value:** 1,500

1993 Collector Card 350

Arctor's staff functions much as a typical *staff of swarming insects*, expending one charge to create a swarm of insects (60 insects plus 10 per level of the user). However, Arctor can alternately choose to create 2d4 -1 giant insects by expending three

5168

charges. In either case, the range of the created swarm is 60 feet +10 feet per level of the caster.

Aric's Staff of Power

XP Value: 12,000

GP Value: 75,000

1992 Fantasy Collector Card 22

Aric's version of this powerful staff is a variation of the *staff of power*. The following powers consume one charge: *continual light*, *fire burst*, *darkness 5' radius*, *ray of enfeeblement*, *cone of cold*, and *ride the wind*. Expending two charges will grant the following: *shield 5' radius*, *globe of invulnerability*, and *lower resistance*. In addition, the staff gives Aric a +2 bonus to his Armor Class and saving throws, and a +4 bonus to saving throws vs. alteration spells. Expending charges does not cause additional damage.

of Battle

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 173

This staff is a +3 weapon that cannot be cut by any blade. Its magical speed enables its bearer to strike first in any round, and it attracts all missiles (even *magic missiles*) passing within 10 feet of any part of it. The missiles avoid striking any living being, but touch the staff and are absorbed harmlessly. If a *staff of battle's* attack roll (adjusted with its bonus) is 20 or greater, any armed opponent that it strikes must make a successful Dexterity check on 4d6 or be disarmed, the opponent's weapon flying out of immediate reach (1d10+10 feet away). These functions are all automatic and continuous, and do not drain any charges.

A *staff of battle* can *repel* (as the 6th-level wizard spell *repulsion*) all creatures within 10 feet. This power drains two charges per use and can be exercised only once every six rounds. The *repulsion* lasts for only two rounds, after that affected creatures are free to return.

Once per day (144 turns), a staff bearer can designate any successful hit to be a *thunderstrike*. The decision must be made immediately upon striking the target, and the blow instantly drains eight charges from the staff (insufficient charges produce no result). A *thunderstrike* can be heard as a deep, booming noise; it is a magical force sufficient to deal double damage to any opponent of human-size or smaller (no saving throw) and triple damage to all larger creatures. Any creature struck must make a successful Dexterity check on 1d20 to avoid being thrown to the ground, and also make a successful Strength check on 1d20 or be stunned for 1d3 rounds. If stunned, the victim reels helplessly; gains a -3 penalty to Armor Class; is unable to attack, cast spells, or concentrate; and is liable to drop any held weapons or

other objects unless a Dexterity check on 1d20 is made for each.

If used against nonliving objects, a *thunderstrike* does 1 point of structural damage and forces any object it strikes to successfully save vs. crushing blow at a -3 penalty or be crushed.

of Battle II

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 179

This *staff +1* allows its user double the normal number of attacks allowed per round. Once a day, it can also be thrown while spinning and does double normal damage to the first being it strikes.

Blackstaff

XP Value: 1,000

GP Value: 10,000

Iuz the Evil

This ghastly blackwood staff is shod with silver bands and topped by a carved head that is banded and decorated with runes of Iuz's cult. Only the highest-level (13+) priests of Iuz can possess a *blackstaff*, and very few of these staves exist. The staff may only be used by priests or clerics. *Blackstaffs* are charged items, rechargeable by the joint efforts of a priest of level 16+ and a wizard of the same level. They have a range of effects, some of which do not require the use of charges. A *blackstaff* is a +3 magical weapon, but on a successful attack roll of an unmodified 18, 19, or 20, it inflicts double damage (2d6+6) on creatures of good alignment.

A priest employing a *blackstaff* is permanently *protected from good* as long as he or she wields the staff. By gripping the staff firmly and touching one target creature, the priest may cast *command* or *cause fear* (reverse of *remove fear*) three times per day each. These functions do not expend charges.

By expending one charge, the priest may create any of the following effects:

- Create a *screaming skull*.
- Create an 8-HD *fireball*.
- Cast *cause critical wounds* to a range of 30 yards.
- Create an acid vortex of 10-foot radius to a range of 60 yards. Damage is 8d4 points, halved if a successful saving throw vs. staves is made.

By expending two charges, the priest may create any of the following effects:

- Summon a *vampiric mist* that persists for up to six hours.
- Inflict a *death touch*, which requires a successful attack roll to be made in melee combat.
- Cause harm to an opponent, again requiring a successful melee hit.

Caduceus

XP Value: 900 **GP Value:** 9,000

DRAGON QUEST® Game

This magical staff is carved from oakwood. It has two feathered wings on top and two snakes coiled around the staff. Three times per adventure, the holder of the *caduceus* may command it to *cure* someone. The effects of this magic are the same as the spell of the same name (in other words, 1d8 points of damage are healed). Only priests can use this item.

of Caracanomnos

XP Value: 2,500 **GP Value:** 15,000

The Milenian Scepter

It is believed that Caracanomnos created this staff from the bones of his own father, who was himself a powerful sorcerer. Over the years, the staff has gained a reputation for its destructive power, having been the doom of several Milenian heroes who sought to defeat Caracanomnos.

The staff is made of fused bones and topped by a leering skull. The eye sockets of the skull are filled with obsidian. The staff is only usable by wizards. It may be wielded as a *staff* +2. Additionally, it may be used to duplicate the following magical spell effects:

- **Curse:** Black beams from skull's eyes, range, two charges.
- **Darkness:** One charge, radius 10 yards.
- **Magic missile:** Four missiles per round, one charge.

Catstaff

XP Value: 6,000 **GP Value:** 13,000

DRAGON Magazine 99

This item is a black, 7-foot-long staff of stout wood, topped with a sculpted knob resembling a cat's head. When carried or strapped to one's person, it imparts abilities related to silent movement and concealment. The bearer of a *catstaff* is able to perform the following thief-based skills.

Skill Percentage Change for Success

Climb walls	98%
Move silently	70%
Hide in shadows	94%

The user can also see with *infravision* to a 60-foot range, and cast *shadow* six times per day. This shadow is a 10-foot-radius globe of *semidarkness* centered on the staff; the gloom does not block *infravision*, and is negated by a light source within its confines. It can be dispelled by magical (not normal) *light* that touches its periphery. Unless dispelled or canceled by the desire of the staff holder it remains in effect for 1d4 turns. The *shadow* does not allow normal vision into or

through its area of effect, and as such serves as a defense against visual attacks (gaze weapons, *hypnotic* and dazzling effects, and the like).

The *catstaff* is a magical weapon and can be used in combat as a normal quarterstaff would be; however, it has no bonuses to attack or damage. It can be employed as a weapon while any or all of its magical properties are being used. The staff never makes any noise while tapping, scraping, striking, or otherwise contacting solid objects. Many of these staves contain secret compartments for the carrying of small items such as thieves' tools, spell components, magical *tokens*, and the like. If broken in two, all magical properties are lost.

Catstaff II

XP Value: 6,000 **GP Value:** 13,000

The Magister

This item is a black, 7-foot-long staff of stout wood topped with a sculpted knob resembling a cat's head. When carried or strapped to one's person, it gives the user the abilities of silent movement and concealment. The bearer of a *catstaff* is able to climb walls (if both hands are free) and move silently as a 9th-level thief, hide in shadows with a 94% chance of success, see with *infravision* to a 60-foot range, and cast *shadow* six times a day. The *shadow* is a globe of semidarkness, 10-foot-radius, centered on the staff; its gloom does not block *infravision*, and is negated by a light source within its confines. It can be dispelled by magical (but not normal) light that touches its periphery, and unless dispelled or canceled by the desire of the staff holder, it remains in effect for 1d4+1 turns. The *shadow* does not allow normal vision into or through its area of effect, and serves as a defense against visual attacks (gaze weapons, *hypnotic* and dazzling effects, and the like).

The *catstaff* is a magical weapon and can be used in combat as a normal quarterstaff, although it gives no bonuses to attack or damage rolls. It can be employed as a weapon while any or all of its magical properties are being used. The staff never makes any noise itself while tapping, scraping, striking, or otherwise contacting any solid object. Many such staves contain secret compartments for carrying small items such as thieves' tools, spell components, magical *tokens*, and the like. If it is broken, the staff's magical properties are all lost.

Centeotl's

XP Value: 8,000 **GP Value:** 35,000

Legends & Lore

When victims are hit by *Centeotl's staff*, they must save vs. poison or fall ill and suffer an addi-

tional 1d6 point loss from Constitution. The loss is permanent, although the points can be restored by a *cure disease* spell.

of Cirulon

XP Value: 1,000

GP Value: 7,500

Dragon Keep

This is a staff of clear crystal, 6 feet in length. It holds a maximum of 50 charges and can be recharged at a rate of three charges a day if exposed to sunlight. The staff can perform all of the following functions once a day like the various spells, each function requiring one charge: *detect evil*, *detect magic*, *cure light wounds*, *cure disease*, *neutralize poison*, and *purify food and drink*.

of Command

XP Value: 5,000

GP Value: 25,000

DUNGEON MASTER Guide

This device has three functions, only two of which are effective if the wielder is a wizard; all three work when the staff is in a priest's hands. The staff can be recharged. The three functions are:

Human influence: This power duplicates that of the ring of the same name. Each *suggestion* or *charm* draws one charge from the staff.

Mammal control/animal control: This power functions only as *mammal control* (as the ring of that name) when the staff is used by a wizard. In the hands of a priest it is a *staff of animal control* (as the potion of the same name, all types of animals listed). Either use drains one charge per turn or fraction of it.

Plant control: This function duplicates that of the potion of the same name, but for each 10-square-foot area of plants controlled for one turn or less, one charge is used. A wizard cannot control plants at all.

of Commanding

XP Value: 5,000

GP Value: 25,000

DUNGEONS & DRAGONS® Rules Cyclopedia

Usable by all spellcasters, this item has all the powers of the *rings of animal*, *human*, and *plant control*.

of Conjuration

XP Value: 12,000

GP Value: 60,000

POLYHEDRON® Newszine 82

This weapon is a magical *quarterstaff* +3. Carvings depicting animals, flying creatures, humanoids, and monsters of several kinds cover its complete length. Any conjurer (specialist wizard) can use the special powers of this staff.

• The staff can use up to seven charges per day to cast monster summoning spells. *Monster sum-*



moning I costs one charge and greater spells cost additional charges according to their power; *monster summoning VII* costs seven charges. The staff cancels all *protection from evil/good* spells in a 30-foot radius, making it possible for the conjured creatures to attack.

- Once a day, the conjurer can cause four black tentacles to grow from his or her sides. Each tentacle is AC 4, 15 feet long, and has 20 hit points. The tentacles attack with a THAC0 of 15. A successful hit inflicts 1d6 points of damage and the tentacle wraps around the target. On each round after the first, the victim takes 2d6 points constriction damage and must make a saving throw vs. spell each round or loses 1 point of Strength. A creature can escape by making a successful open doors roll. This power drains three charges.

of the Couatl

XP Value: 7,500

GP Value: 20,000

DRAGON Magazine 86

The *staff of the couatl* is a device much appreciated and used by good priests, particularly those who follow the good-aligned deities of the Central American mythos. The lawful neutral priests of Quetzalcoatl, however, may use staves of this sort normally. A *staff of the couatl* is about 7 feet long, with the top 3 feet of the staff fashioned in the shape of a winged couatl. Such staves are usually made from precious materials such as ivory

5182

over a silver core, and are magically strengthened so they can be used in combat (as quarterstaves). This powerful staff has the following abilities:

- It can be used to summon one couatl a month to serve the needs of the priest possessing the staff. The couatl has randomly determined hit points and psionic abilities. It fights on behalf of the summoning priest until the opponent is vanquished or escapes, or until the user of the staff commands the attack to cease. If the couatl is summoned to fight against insurmountable odds, or if the combat does not seem to be favoring the side of the couatl and the priest, the couatl will wrap its tail around the priest and *transport* both of them to a place of safety elsewhere on the Prime Material Plane (by traveling through the Ethereal Plane). The destination is not under the control of the priest. In any event, the couatl vanishes back into the Ethereal Plane 1d4+4 turns after being summoned, or sooner if the priest commands it. This power may be used only by lawful good priests who follow Quetzalcoatl.
- So long as the staff is carried, the priest gains a +2 bonus to saving throws vs. spell, including magical effects, and a +4 bonus to saves vs. poison. These bonuses are cumulative with those offered by other devices, like a *ring of protection*.
- The staff is +1 on attack and damage rolls when used in combat.
- The staff may be used to affect the casting of certain spells: *detect evil* and *snake charm* each three times a day; *neutralize poison* and *sticks to snakes* each once a day; and *wind walk* once a week. All spell effects are at the 8th level of ability.

A priest of neutral alignment, with the exception of neutral good priests, (that is, lawful neutral, chaotic neutral, or neutral evil) who grasps the staff is never harmed, but cannot use any of its powers (except for priests of Quetzalcoatl). An evil priest who picks it up takes 1d4+1 points of damage each round the staff is held. If a priest of Tezcatlipoca, Quetzalcoatl's chief rival, is struck by or picks up this staff, damage is doubled, and the priest must save vs. poison each round the staff is held or die.

of Curing

XP Value: 6,000 **GP Value:** 25,000

DUNGEON MASTER Guide

This device can *cure disease*, *cure blindness*, *cure wounds* (3d6+3 hit points), or *cure insanity*. Each function drains one charge. The device can be used once per day on any person (dwarf, elf, gnome, half-elf, halfling included), and no function may be employed more than twice a day (the staff can function only eight times during a 24-hour period). It can be recharged.

of Curing II

XP Value: 6,000

GP Value: 25,000

DRAGON Magazine 35

This staff has the ability to slay any porcine creature, including certain humans, for its strike turns them into a roughly triangular, semi-boneless heap.

Damh's

XP Value: 4,000

GP Value: 15,000

Monster Mythology

The avatar's staff can affect 2d4 korreds, satyrs, or atomies as a *potion of invulnerability* by touch once a day.

of Devotion

XP Value: 8,000

GP Value: 35,000

DRAGON Magazine 179

This magical staff may only be used by priests (of any kit). Hierarchy priests (pragmatists, ethoists, and moralists) gain additional advantages. Any priest may use the following powers without draining any charges, three times a day, once per round: *atonement*, *bless*, *create food & water*, *cure light wounds*, *avert evil eye*, *purify food & drink*. The following powers use one charge each but may be used multiple times in one day, once per round, by any type of priest: *cure serious wounds*, *dispel magic*, *enthrall*, *neutralize poison*, *remove curse*. The following powers use three charges each and may only be used by hierarchy priests (the pragmatist, ethoist, and moralist kits): *flame strike*, *holy word*, *legend lore*, *raise dead*, *restoration*. In addition, the staff provides a +2 bonus to all saving throws of the individual who holds it.

Dionysus's

XP Value: 1,000

GP Value: 7,500

Legends & Lore

Anyone who is touched by the staff of Dionysus's avatar must save vs. spell or suffer from *confusion* as the priest spell.

of Disjoining

XP Value: 4,500

GP Value: 22,500

DUNGEON Magazine 35

Records of how to construct this powerful staff have been lost in antiquity, though it seems certain to require the aid of a high-level priest. This type of staff is unadorned, resembling a gnarled walking stick. Sacred in nature, a *staff of disjoining* may be used only by a priest of the appropriate alignment.

A *staff of disjoining* has two powers. At the cost of one charge, the staff may inflict *feeble-mindedness* (like the spell) on any being it hits. The staff's primary power, however, is much

5188

more awesome. At the cost of two charges (more may be spent for greater effect if the user so desires), the user may attempt to *disjoin* any being hit, separating the victim's body from its mind. The victim must be hit by the staff and is allowed a saving throw vs. staves at -2 to avoid the effect.

If the saving throw fails, the victim's body and mind enter a state of suspended animation for a number of turns equal to the number of charges spent. When the *disjoining* ceases, the victim returns to a normal state.

If the user of the staff is a high priest, he or she may opt to permanently *disjoin* the target. The target must first be *disjoined* by the staff in the normal way. Then the high priest speaks a special command word and the staff floats into the air, maintaining the state of *disjunction* in the target until the staff is moved by an outside force.

Each *staff of disjoining* has a specific alignment. Only beings of the same morals as the staff (good, neutral, or evil) may disturb a floating staff. Others who attempt to may conclude that the staff is illusory—hands or objects pass through it. If the staff is touched or bumped by a being of the same morals, there is a 75% chance that either the mind or the body of the disjoined being is released (50% chance for each). If the staff is grasped, both are released.

The act of permanently *disjoining* a target uses up all of the staff's remaining charges. Temporarily *disjoining* a target does not require the staff to remain in place and may be done any number of times, depending on the *staff's* total charges. These staves cannot be recharged.

of Dispelling

XP Value: 4,000

GP Value: 20,000

DUNGEONS & DRAGONS Rules Cyclopedia

The touch of this item has the same effect as a *dispel magic* spell from a 15th-level caster, but it will affect only the item or magical effect touched. Any potion or scroll touched is completely destroyed, and any permanent magical item touched becomes nonmagical for 1d4 rounds (including armor and weapons). This effect may be permanently harmful to intelligent swords (DM's choice). Each use of the staff costs one charge. This staff is usable by any character.

of Displacement

XP Value: 6,000

GP Value: 30,000

DRAGON Magazine 173

This magical staff functions at all times as a *cloak of displacement* +2 when up to three beings hold it. The protection functions continuously and drains no charges.

The staff can also, upon command (a silent act

of will not requiring a gesture or utterance), enable a single creature grasping the staff to *jump*, as the 1st-level wizard spell. This function drains one charge and may be activated as often as desired, once per round.

The staff can also *part water* by touch in a 5-foot cylinder. The cylinder is centered on the staff and extends 4 feet beyond either end of it, enabling beings to breathe air while submerged. Magical processes replenish the air continuously to keep it fresh and drain one charge per round from the staff while performing this function. This function requires the utterance of a secret command word to activate the staff. The function ceases upon the mental command of any being grasping the staff, and it may be used as often as desired.

Finally, all *staves of displacement* can temporarily negate (but not destroy) *wizard locks* and *hold portal* spells, regardless of the level of the caster. The touch of the staff causes the guarded door or portal to glow with a faint radiance for 1d4 rounds; during this time, all creatures who wish to do so may pass freely through the guarded area. When "free passage" ceases, any creatures caught passing through the guarded area may proceed but must suffer a system shock roll. This function operates automatically, whether passage is desired or not, and drains one charge per level of the caster of the *hold portal* or *wizard lock*.

of Divergence

XP Value: 1,000

GP Value: 9,500

The Ruins of Myth Drannor

This sort of staff is a defensive weapon. Upon its crafting, the staff must be set to guard against one type of attack (typically "fire" or "lightning"). It is effective only against the chosen types of attack, of both natural and magical origin, and regardless of intensity.

Any attack of the chosen type directed within 9 feet of any part of a *staff of divergence* is automatically turned away, to a spot or target within 90 feet chosen by the staff bearer. If no one is holding the staff or if the bearer does not choose a destination for the attack, determine where it takes effect randomly. This function of the staff drains three charges per use, and can be used only six times in any 24-hour period.

Divergence is effective against spells and magical item discharges employing the attack form guarded against, but it cannot guard against "all spells" or "all poisons." It could be crafted to ward off "all acids," but all flaming attacks and all electrical and energy discharge attacks are by far the most common attack types guarded against by such staves.

A *staff of divergence* has an additional power,

5191

usable at will and requiring no charges. It can emit a *faerie fire* radiance of any hue desired. The staff must be held to change the intensity and color of the radiance, or to end it. These processes require concentration that precludes spellcasting, but can be accomplished within a round.

Diviner of Life

XP Value: 1,000

GP Value: 7,500

Dragons of Dreams

This magical artifact was created by Wylorn Wyvernsbane during the Age of Might. The staff is 4 feet long. Each end is capped with a band of gold and steel that is 6 inches long. The staff has a 3-foot long section of what appears to be clear glass in the middle. It will withstand 20 points of damage before breaking. If the glass breaks, the staff is useless.

There seems to be a swirling white fog within the glass section. When the keyword is spoken, the fog clears completely. If the staff then touches a living being, the life force (hit points) of that being will register as a bright green line that extends from the bottom of the staff, 1 inch per 10 hit points registered. The staff was used by commanders for determining the general condition of their troops.

Dolmaria's Staff of Withering

XP Value: 2,000

GP Value: 40,000

1992 Fantasy Collector Card 75

Delmaria's staff is a +2 weapon to attack and causes 1d4+2 points of damage when a single charge is expended. If two charges are expended, the struck enemy also ages 20 years. Three charges will wither a random limb of the struck creature. Ageless creatures are unaffected by the staff. However, there is always a 5% chance per charge expended that the effects of the staff will backfire on Delmaria (one charge has a 5% chance; two charges, 10% chance, and so on).

Druid

XP Value: 10,000

GP Value: 50,000

Moonshae

The *druid staff* is a shaft of oak with a head carved in the shape of a wild animal, usually a boar, wolf, deer, or eagle. The staff allows the user to perform several special functions.

It can be used to *summon animals* of the type carved onto the staff. At a cost of two charges, the user can send out a call. All animals of the appropriate type within 12 miles hasten to the druid as quickly as possible. Once they reach the druid, they act as if under an *animal control* spell.

The staff can also be used to cast *animal control* on any animal within sight of the staff, at a cost of one charge. The staff functions as a magi-

cal weapon, with a +2 bonus to attack, inflicting 1d6+2 points of damage on a successful hit.

The staff also functions as a *python staff*, with the characteristics of the *staff of the serpent*. This includes the destruction of the staff if the snake is killed. Using the staff as a snake costs one charge.

At a cost of two charges, the staff can be used to cast one of the following druidic spells: *call lightning*, *dispel magic*, *cure serious wounds*, *plant growth*, *cure disease*, and *speak with plants*.

Once a month, with no cost in charges, the staff can perform one of the following greater abilities: *wall of fire*, *transmute rock to mud*, *conjure fire elemental*, *insect plague*, *wall of thorns*, and *conjure earth elemental*.

After using its greater power once, the staff only regains this ability if it is recharged in a Moonwell beneath a full moon.

of the Druids

XP Value: 10,000

GP Value: 50,000

DUNGEONS & DRAGONS Rules Cyclopedias

This staff is usable only by druids. A druid carrying one gains an extra spell at each spell level. The extra spells must be selected when the usual spells are acquired (usually during morning meditation). Each day's use of the staff uses one charge. The staff is a *weapon* +3 as well, and may be used as such (inflicting 1d6+3 points of damage) without using any charges.

of an Element

XP Value

GP Value

Earth: 10,000	20,000
Air: 10,000	20,000
Fire: 10,000	20,000
Water: 10,000	20,000
Earth and Fire: 20,000	45,000
Air and Water: 20,000	45,000
Elemental Power: 30,000	65,000

DUNGEONS & DRAGONS Rules Cyclopedias

Usable only by wizards, there are seven types of these staves; roll 1d100 to learn the exact type found.

Roll Staff Type

01-21	of Earth
22-42	of Air
43-63	of Fire
64-84	of Water
85-91	of Earth and Fire
92-98	of Air and Water
99-00	of Elemental Power

Each staff is a *staff* +2 and may be used as one without using any charges, striking for 1d6+2 points of damage. Staves of two elements gain all the powers of both staves, and the staff of elemental power has the powers of all four.

Each staff contains the following powers when used on the Prime Material Plane:

- A +4 bonus to saving throws vs. attack forms based on that element.
- Complete immunity to attacks by any elemental of that type.
- The ability to *summon* one 8 HD elemental of that type per day (as the wizard spell), each summoning costing one charge.
- Certain spell-like effects, each costing one charge per use. These created spell effects are treated as if cast by a 10th-level spellcaster. The effects are dependent on the type of element as follows:

- **Earth:** *web, wall of stone*
- **Air:** *lightning bolt, cloudkill*
- **Fire:** *fireball, wall of fire*
- **Water:** *ice storm or wall*

When used on the elemental plane of the corresponding type, the powers are quite different. As long as one or more charges remain in the staff, the powers granted to the holder are not the powers given above, but rather the following powers:

- Immunity to damage from the plane itself, with vision to 60-foot range.
- Movement within the plane at the rate of 120 feet per turn (60 feet/round).
- Communication ability with any resident of that plane.
- A -4 bonus to Armor Class if attacked by a resident of that plane.

Note that these staves do not provide the ability to breathe on the plane; some other device or spell must also be used. However, when a staff is used along with a matching *ring of elemental adaptation* or *talisman of elemental travel*, all effects given above are extended to a 10-foot radius around the user.

Except for the *staff of elemental power*, each staff can be used to negate effects relating to the element to which it is opposed at the cost of one charge if the effect was produced by the opposite staff or two charges if a normal spell was used. For example, a *staff of air* could be used to negate a *wall of fire* spell cast by any wizard, at the cost of two charges.

A summoned elemental may be sent back to its home plane with the same cost of charges (one if produced by the opposite staff, two if conjured by spell), but the elemental must be touched by the staff (possibly requiring a normal attack roll).

If a staff is ever taken to the plane it is opposed to, it immediately explodes, inflicting 20 points of electrical damage plus 1d8 points of damage per charge remaining in the staff. The explosion fills a sphere of 60-foot-radius; all creatures within the effect may make a saving throw vs.

spell with a -4 penalty to the roll to take half damage. The wielder of the staff, however, gets no saving throw.

of the Elements

XP Value	GP Value
Earth: 10,000	25,000
Air: 10,000	25,000
Fire: 10,000	25,000
Water: 10,000	25,000

Tome of Magic

This powerful item appears to be a *staff* +2. If it is grasped by an elemental, however, its true power becomes evident.

A *staff of the elements* is charged by the life force of an elemental trapped within it. The staff has charges equal to the number of Hit Dice of the elemental multiplied by 2. Thus, a staff holding a 12-HD elemental has 24 charges. Every time two charges are expended, the elemental loses 1 Hit Die. When all charges are expended, the elemental dies and the staff becomes dormant.

If a dormant staff is used to successfully strike an elemental, the creature must immediately attempt a saving throw vs. Rod, staff, or wand. If the save fails, the elemental is absorbed into the staff, thereby recharging the device. If the roll is successful, the creature avoids the effect, but suffers normal damage from the strike of the magical staff (1d6+2). It is possible to absorb an elemental only if the staff is dormant. Only one elemental may be held in the staff at one time.

The staff holds the following powers that do not drain charges; each may be used once per day even if the staff does not hold an elemental:

- *Affect normal fires*
- *Detect elementals* within a 100' radius
- *Fool's gold*
- *Metamorphose liquids*
- *Wall of fog*

An occupied staff has the following powers depending upon the type of elemental trapped within. For example, if a fire elemental is held in the staff, only those powers related to fire are available.

The following powers require the expenditure of one charge per use:

- Earth:** *Dig, Maximilian's stony grasp*
- Air:** *Stinking cloud, wind wall*
- Fire:** *Fireball, pyrotechnics*
- Water:** *Water breathing, watery double*

The following powers drain two charges per use:

Earth: *Passwall, transmute rock to mud*
Air: *Cloudkill, solid fog*
Fire: *Fire shield, wall of fire*
Water: *Airy water, wall of ice*

The most powerful abilities of the staff drain four charges per use:

Earth: *Crystalbrittle, stone to flesh* (reversible)
Air: *Airboat, suffocate*
Fire: *Forest's fiery constrictor, Malec-Keth's flame fist*
Water: *Abi-Dalzim's horrid wilting, transmute water to dust*

The powers of a *staff of the elements* may be used only by an elemental. Note that elementals are restricted against the use of spells and magical items of the element that directly opposes their element of specialty. Thus, an elemental specializing in water cannot use the staff's powers if it contains a fire elemental. Using a *staff of the elements* can be dangerous. Each time a power is used that requires the expenditure of one or more charges there is a 5% chance that the trapped elemental bursts forth, destroying the staff in the process. A successful *dispel magic* spell cast on the staff automatically releases the creature. An escaped elemental will certainly seek revenge against its tormenter.

of the Elements: Air

XP Value: 10,000 **GP Value:** 20,000

Infinity Sphere

Slightly modified from the version found in the *Tome of Magic*, this staff has the following properties:

- *Affect normal fires* three times a day
- *Fireball, pyrotechnics, magic missile* twice a day
- *Fire shield, wall of fire* once a day.
- *Forest's fiery constrictor, Malec-Keth's flame fist*

of the Elements: Fire

XP Value: 10,000 **GP Value:** 20,000

Infinity Sphere

A slightly modified version of that in the *Tome of Magic*, this staff has the following powers:

- *Wall of fog*, three times a day
- *Stinking cloud, wind wall*, twice a day
- *Cloud kill, solid fog*, once a day
- *Airboat, suffocate*, once a week

of Ethereal Action

XP Value: 7,000 **GP Value:** 15,000

The Magister

Also known as a *blink staff*, this item appears to be a normal wooden staff, but when a command

word is spoken, it allows the holder to *blink*, as in the spell, for a cumulative period of up to two turns per day. In battle, the *blinking* stops (and begins again) instantly upon the holder's command.

This *staff +1* is able to strike creatures on the Ethereal Plane (such as couatl, ghosts, phase spiders, and characters using *armor* or *oil of ethereality*), as well as those on the Prime Material Plane. This staff neither has nor requires charges.

of the Fates

XP Value: 25,000 **GP Value:** 90,000

Fate of Istus

The *staff of the fates* can be used as a *staff of striking*, but it also has magical powers that the user can call upon. Every time the holder uses the staff in this fashion, his or her Intelligence score suffers a temporary decrease. The device goes inert (and no point loss occurs) if the user tries to call upon a power that would reduce the Intelligence to less than 9. Lost Intelligence points are regained at the rate of 1 each day, by resting or sleeping for at least four hours. Fractional lost points are disregarded for purposes of Intelligence-related abilities; for instance, a character with a score of 15½ makes Intelligence Checks as if his or her score was 16. The following powers can be employed by the user once a day:

Powers costing 2 points: *Timestop, tempus fugit, magic mirror* (unlimited range and duration, *contact other plane*; no chance of failure or insanity).

Powers costing 1½ points: *reincarnation, sending, truename, geas.*

Powers costing 1 point: *divination, true seeing, find the path, word of recall.*

Powers costing ½ point: all cantrips and all 1st-level priest spells.

Fiend

XP Value: 8,000 **GP Value:** 40,000

Vault of the Drow

The *fiend staff* has a number of functions, but each can be used only once per day.

- Touch causes *fear* (no save).
- A hit causes 4d6 points of damage.
- *Summon* any lesser baatezu.
- Transforms the holder into any lesser baatezu for 5 rounds.

of Flames

XP Value: 10,000 **GP Value:** 40,000

DRAGON Magazine 179

This staff allows any wizard to use the following powers, at the cost of one charge per use: *affect normal fires, flaming sphere, pyrotechnics, sun-*

5203



dazzle, *sunfire*. The following powers use two charges, except in the case of flame mages, who expend only one charge from the staff: *conjure fire elemental*, *sun stones*, *enhance fire creatures*. Only a flame mage may use *conflagration*, it consumes four charges (the staff wielder's level is used to determine the duration of this spell). The wielder is also considered to be under the effects of a *flameproof* spell as long as he or she holds the staff. The *flameproof* effect disappears when all charges of the staff are expended.

Fraz-Urb-Iuu's

XP Value: 18,000

GP Value: 90,000

The Lost Caverns of Tsojcanth

Fraz-Urb-Iuu's own weapon is a staff that combines the abilities of a *rod of beguiling*, a *rod of rulership*, and a *staff of command*. This weapon was stolen when he was imprisoned, and has since disappeared. No one, not even other fiends, wishes to see this artifact recovered.

of Fury

XP Value: 8,000

GP Value: 40,000

Old Empires

This staff is used in conjunction with a wizard's normal arsenal of spells. When a wizard casts spells while holding this staff, all spells are +1 on casting time, but become devastatingly powerful. Damage spells gain +1 per die, even exceeding maximums. All saving throws against the spells

of a wizard using a *staff of fury* suffer a -2 penalty. Each time this function is used, it drains the staff of a charge.

This staff can also be used as a defensive weapon. In this case, the caster cannot perform any offensive actions that round, but may use the staff to block up to three successful attacks each round, be it with a weapon in combat, or at range with a missile weapon. Each block drains the staff of one charge; the wizard must specify how many potential attacks are being blocked at the start of the round. It is rechargeable.

Geb's Quarterstaff

XP Value: 8,000

GP Value: 45,000

Legends & Lore

Geb's avatar traditionally carries a *quarterstaff* +3 in combat that can duplicate the function of any magical item or spell relating to the earth. For example, it can be commanded to function as a *spade of colossal excavation* or to cast a *transmute rock to mud* spell.

of Glyphs

XP Value: 1,000

GP Value: 8,000

DRAGON Magazine 50

This is a charged item whose sole function is to create certain *glyphs of warding*. The staff has a predetermined set of *glyphs* (up to three), each of which require an increasing level of charges. For example, a staff might contain *Fryz*, cast by use of one charge, *Cino* by use of two, and *Wod* by use of three charges, the name of the *glyph* being the appropriate command word. The item is used by touching it to the area to be *warded* (the size of the area should also be predetermined and constant). Only a priest can use it, and it does not automatically give the priest the power to cast a particular *glyph*.

of Gnatmarsh

XP Value: 4,000

GP Value: 20,000

GREYHAWK® Adventures

Enchanted by a shaman of the tribesmen in Gnatmarsh, this rechargeable staff has the following magical functions:

- *Death* magic against a single insect or insectoid monster, fatal unless a saving throw vs. death magic is successful (one charge).
- *Animate dead insect* or fallen insect life in a 10-foot area (two charges).
- Summon 1d4+2 friendly thri-kreen (or insects chosen by the DM) to fight for the summoner for eight hours or until slain, at which time they disappear (three charges).

of Harming**XP Value:** 4,500**GP Value:** 35,000

Red Arrow, Black Shield

The *staff of harming* functions like a reversed *staff of healing*, but at the cost of one charge per creature *harm*ed. It inflicts 1d6+1 points of damage if it touches any creature (no saving throw); a normal attack roll may be required. This is in addition to normal weapon damages (1d6 points), if applicable. The staff can also create the following effects, with the costs noted. Each effect is identical to the reversed form of a priest spell. Note that the use of this staff is an evil act.

Effect**Charges***Cause blindness*

2 charges

Cause disease

2 charges

Cause serious wounds

3 charges

Create poison

4 charges

of Healing**XP Value:** 5,000**GP Value:** 40,000

DUNGEONS & DRAGONS Rules Cyclopedia

Usable only by priests, this staff will heal 1d6+1 points of damage per use. It may only be used once a day per person, but it will heal any number of persons once a day. It does not have or use charges for healing.

As an option, the DM may add charges to the staff (in addition to its curing abilities) to create the following effects, at the cost of the charges indicated.

- *Cure blindness*: 1 charge
- *Cure disease*: 1 charge
- *Cure serious wounds*: 2 charges
- *Neutralize poison*: 2 charges

of Hornwood**XP Value:** 4,000**GP Value:** 15,000

GREYHAWK Adventures

This wooden staff was enchanted by a wizard who wanted to make his travels in the wilderness less dangerous. When the command word is spoken, the staff creates an area of antipathy in a 20-foot radius that is avoided by normal animals (including giant variations) unless attacked by the staff holder or the party. Animals with higher than animal Intelligence can enter the warded area if a successful saving throw vs. staff is made.

Enchanted creatures of the forest will be irritated by the operation of the staff; 75% of the time they will leave the area in disgust, and the other 25% of the time they take steps to drive away the staff holder.

The staff can also be used as a melee weapon, in which case the antipathy effect causes any animal struck to flee the encounter, subject to any applicable saving throw. Each hit drains a charge

from the staff. Note that with sufficient time and effort, animals can be trained to withstand the effects of this staff. The staff can be recharged.

Idun's**XP Value:** 2,000**GP Value:** 45,000

Legends & Lore

Anyone struck by the avatar's staff becomes 10 years younger (save vs. spell to negate). If the victim's age falls below 15, one point of Strength and Wisdom is lost for every two years below 15. If the victim's age falls below 8, physical attacks are not possible. Below the age of six, magic can no longer be used.

Ixtlilton's**XP Value:** 600**GP Value:** 3,000

Legends & Lore

Anyone hit by the avatar's staff must save vs. spell or be stunned for 1d4 rounds and take normal damage.

Jizo**XP Value:** 7,000**GP Value:** 35,000

DRAGON Magazine 40

This staff can be used only by priests, and that includes druids. It has 1d100 charges of *protection from undead* 15' radius, each charge lasting 1d6 hours. While any charges remain, the staff is also a *staff of striking* +2. Striking with this staff does not use charges; only the use of the protection aspect drains charges. This staff has no *final strike*.

of Kitsyrall**XP Value:** 3,500**GP Value:** 42,500

Falcon's Revenge

This staff enables a priest to store spells for later use. The staff can hold 10 charges: each charge is equal to one spell level.

By casting spells on the staff, the priest imbues it with spell energy. This charges it and later allows the priest to draw upon the stored energy. Any level of spells may be cast on the staff, but the total levels stored can never exceed 10. Excess spell levels are lost.

The priest can cast any spells on the staff. Since they are stored as energy and not as spells, they may later be cast from the staff, regardless of when a specific spell was stored originally. Spell levels may be stored or cast in any combination.

The priest may expend charges at will, using them in any combination (any four 2nd- and two 1st-level spells, or ten 1st-level spells, or any combination totaling 10 charges). He or she may not cast spells that are above the character's level of spell ability. Spells cast from the staff take effect in half the normal casting time, but at the very least have a casting time of 1.

Kuan Yin's Quarterstaff**XP Value:** 1,500 **GP Value:** 15,000

Legends & Lore

In combat, Kuan Yin's avatar employs a magical *quarterstaff* +5 that inflicts stunning damage only.

K'uei Hsing's**XP Value:** 1,500 **GP Value:** 25,000

Legends & Lore

K'uei Hsing's avatar uses a *staff* +3 that also acts as a *rod of cancellation*. This weapon is also known as *Chung Kuel's Staff*.

K'ung Fu-tzu's**XP Value:** 3,000 **GP Value:** 18,000

Legends & Lore

Anyone hit by the staff of K'ung Fu-tzu's avatar must save vs. paralyzation or be stunned for 1d10 rounds.

Kura Okami's**XP Value:** 10,000 **GP Value:** 72,000

Legends & Lore

Upon command, Kura Okami's staff unleashes a torrent of water 10 feet wide, causing creatures caught in its path to save vs. petrification or be washed 2d100 yards away.

Ky Trencha Ukang**XP Value:** 3,000 **GP Value:** 30,000

Kara-Tur

The great wu jen Kixa To'u created the *Ky Trencha Ukang*, a staff of eldritch powers. Fearing his creation, Kixa To'u transformed the staff into five magical scroll reels with unbreakable (AC -2) enameled cases, each of which magically rewrote any spent, blank magic parchment placed inside. Only one of these scroll cases is known to still exist, and it is owned by the wu jen Yuraka of Singye. The other reels have been lost for more than five centuries. It is rumored that if all the pieces are brought together, the staff will reform. The *staff's* powers are *bind at will*, *disguise at will*, *fire enchantment*, *polymorph other*, *wall of fire* (three times a day), *wall of iron* (twice a day), *major creation* (once a day), *aura* (once a week), and *power word stun* (once a month). Its primary power is *call*, as in the 8th-level wu jen spell, but the wielder of *Ky Trencha Ukang* need not have actually seen the person or spirit called; he or she just needs to know the correct name. Its side effects are insomnia and arthritis. It has an Intelligence of 17 and a neutral evil alignment.

Lao Tzu's**XP Value:** 9,000 **GP Value:** 82,000

Legends & Lore

Anyone hit by the staff of Lao Tzu's avatar must save vs. paralyzation or be permanently *paralyzed*. Nothing short of a *wish* can counter this curse.

of the Magi**XP Value:** 15,000 **GP Value:** 75,000

DUNGEON MASTER Guide

This potent staff contains many spell powers and other functions. Some of its powers drain charges; others don't.

The following powers do not drain charges:

- *Detect magic*
- *Enlarge*
- *Hold portal*
- *Light*
- *Protection from evil/good*

The following powers drain one charge per use:

- *Invisibility*
- *Fireball*
- *Knock*
- *Lightning bolt*
- *Pyrotechnics*
- *Ice storm*
- *Web*
- *Wall of fire*
- *Dispel magic*
- *Passwall*

These powers drain two charges per use:

- *Whirlwind*¹
- *Conjure elemental*²
- *Planar travel*
- *Telekinesis*³

¹ The *whirlwind* is identical to that caused by a djinni.

² The staff can be used to conjure one elemental of each type per day, each having 16 Hit Dice.

³ *Telekinesis* is at 8th level (200 pounds maximum weight).

The *staff of the magi* adds a +2 bonus to all saving throws vs. spell. It can be used to absorb wizard spell energy directed at its wielder, but if the staff absorbs energy beyond its charge limit, it will explode as if a "retributive strike" (see below) had been made. The spell levels of energy absorbed count only as recharging the staff, but they cannot be redirected immediately, so if absorption is desired, that is the only action possible by the staff wielder that round. Note also that the wielder has no idea how many spell levels are cast at him or her, for the staff does not communicate this knowledge as a *rod of absorption* does. Absorbing spells is risky, but absorption is the only way this staff can be recharged.

Retributive strike is a breaking of the staff, it must be done purposefully and declared by the wizard wielding it. When this is done, all levels of spell energy in the staff are released in a globe of 30-foot radius. All creatures within 10 feet of the broken staff suffer points of damage equal to eight times the number of spell levels of energy in the rod (1 to 25), those between 10 and 20 feet take 6 times, and those 20 to 30 feet distant take 4 times the number of levels. A successful saving throw vs. spell indicates that one-half damage is sustained.

The wizard breaking the staff has a 50% chance of traveling to another plane of existence, but if not, the explosive release of spell energy totally destroys the wizard. This staff and the *staff of power* are the only magical items capable of a *retributive strike*.

In a DRAGONLANCE® Campaign: *Staves of the magi* do not exist on Ansalon.

In Ravenloft: This staff is incapable of planar travel while in Ravenloft. Attempts to use it for planar travel do not expend any charges.

Magical Quarterstaff

XP Value	GP Value
+1: 2,500	15,000
+2: 3,000	20,000
+3: 3,500	5,000
+4: 4,000	30,000
+5: 4,500	5,000

DUNGEON MASTER Guide

This item seems to be a normal bronzewood staff banded with iron. The shaft is actually as strong as steel, and has two magical qualities. Upon command, the staff will alter its length from as short as 6 feet to as long as 12 feet (or any length in between). It also inflicts damage as a quarterstaff (base amount, 1d6 points), with additions to attack and damage rolls based upon its magical bonus.

Roll	Type
01-25	+1
26-50	(normal form) +2
51-75	+3
76-90	+4
91-100	+5

of Magius

XP Value: 13,000 **GP Value:** 72,000

Tales of the Lance

This polished mahogany staff is topped with a crystal ball held tightly in a bronze dragon claw. Its powers are limited only by its user; once the wizard learns the staff's true nature, great power may be summoned.

Legends say the wizard Magius aided Huma in his quest to drive dragons from the face of Krynn.



Magius's staff of legend still bears the wizard's spirit and lends it to save the world Magius loved. Many wizards of renown have used this staff and added to its powers.

The staff acts like a *ring of protection* +3, improving the wearer's AC by -3, and adding a +3 bonus to all saves. The staff strikes with a +2 on attack rolls, inflicting 1d8 points of damage. Once a day, it can create *continual light*, 60-foot radius; it can save its owner with a *feather fall*. When used by a wizard of 6th level or higher, the staff doubles spell durations, adds +2 points damage per die, and maintains spells for one round after concentration is broken. Other powers may exist.

This staff has hidden powers. Only a master wizard can summon them. If a wizard of 6th level or higher uses the staff, the DM rolls 1d10. On a 1, a random effect occurs. The DM should select the effect from the list below. Once an effect has occurred three times, the wizard may attempt to master the power by making a ½ Intelligence check.

The following powers cost one charge each: *Continual light*, *featherfall*, *darkness* 15' radius, *hold portal*, *detect magic*, *protection vs. evil/good*, *enlarge*, *strike at double damage*.

The following cost two charges each: *Entangle*, *gust of wind*, *jump*, *magic missile* (×3), *knock spiderclimb*, *levitate* *telekinesis* (25-foot range).

The following powers cost four charges each.

The user must make a Constitution check or become exhausted for 2d6 rounds, suffering a -2 on all rolls and moving only at half-rate: *Dispel magic*, *lightning bolt* (6d6 points damage), *feign death*, *locate object*, *fire shield*, *paralyze*, *invisibility*, *summon swarm*.

The staff recharges at the rate of one charge an hour while in the light of Solinari (up to 8 points a day). The staff can carry up to 20 charges.

of Magius II

XP Value: 10,000 **GP Value:** 50,000

1992 Fantasy Collector Card 412

Magius was a wizard who aided Huma. His staff eventually fell into Raistlin Majere's hands. It can be used only by wizards. Any new owner immediately knows that it functions as a *ring of protection* +3, *weapon* +2 (1d8 damage) and can perform *feather fall* and *continual light* once per day. Prolonged use will reveal that, in the hands of a 6th- or higher-level wizard, the staff doubles the duration of spells that influence light, air, and the mind. It also maintains spells that require concentration for one round after the wizard stops concentrating and adds 2 points of damage to every die of damage inflicted by a spell of the staff's owner.

of the Magius

XP Value: 15,000 **GP Value:** 75,000

Dragons of Triumph

The *staff of the magius* can only be used effectively by wizards. The first paragraph of abilities is automatically known to the wielder, while those in the second paragraph may be discovered when casting certain spells.

The *staff of the magius* functions as a *ring of protection* +3. It can strike as a +2 magical weapon and cause 1d8 points of damage. Once per day the user can command the staff to perform a *featherfall* and a *continual light* spell.

In the hands of a wizard of 6th-level or higher, the staff can enhance spells cast by the wizard. It doubles the duration of spells that influence light, air, and minds. It maintains spells that require concentration for one round after concentration ends. It also adds +2 points of damage to every die of damage done by a spell cast by the holder of the staff.

Meriadar's Quarterstaff

XP Value: 3,200 **GP Value:** 25,000

Monster Mythology

Meriadar's avatar carries a *quarterstaff* +3 that affects any goblinoid struck by it as a *symbol of persuasion* (normal saving throw vs. spell).

of Miracles

XP Value: 4,000 **GP Value:** 20,000

The Ruins of Myth Drannor

These wizards' staves were once common, made in Myth Drannor and elsewhere, but the secrets of their crafting are known by but a few today. When firmly held and ordered, these staves glow with a brief, blue-white radiance and allow a +4 bonus on saving throws for up to four beings touching it. The protection lasts for the round in which the staff is touched and the following round, and drains the staff of four charges each time this power is activated. A *staff of miracles* may heal (as the 6th-level priest spell) once every 24 hours. This function drains five charges.

The staff may also be used to *delay death* once every 24 hours. This function, which drains six charges, is similar to the *death's door* spell, and permits a dead being, if touched within three rounds of death, to be brought to 1 hit point despite any wounds, dismemberments, or even decapitation. Breathing, bleeding, and all life functions are magically halted for seven turns; if curative magic or other means are applied to the unfortunate during this time, actual death may be averted. A system shock roll may apply if a DM judges it appropriate.

Once every 66 days, a *staff of miracles* allows the bearer one *limited wish*, at a cost of 12 charges (insufficient charges cause failure to function). When this function is used, a roll of thunder is heard overhead. The staff bearer is not aged by the use of this power. The *limited wish* is akin to the 7th-level wizard spell. If death is involved, it cannot be directly caused by the spell, and it can only be undone or reversed for one creature. If the *limited wish* involves the undoing of acts, spells cast, or words said, it can only reach back into the immediate past to a maximum of one turn.

Mirandos's Staff of Insect Command

XP Value: 5,000 **GP Value:** 25,000

1992 Fantasy Collector Card 130

Mirandos bears this magical staff and uses it in Ixtul, a lost city in Far Payit. The staff is a variation of the *staff of command*, with the following powers: It can cast *summon insects*, *speak with animals* (insects only), *giant insect*, and *repel insects* by expending one charge each, or it can cast *insect plague* when two charges are expended. Any insects summoned or created by the staff act as though *charmed* by Mirandos, with no saving throw.

of Mishakal**XP Value:** 5,000 **GP Value:** 25,000

Tales of the Lance

The first gift of Mishakal to the people of Krynn upon her return to the world was the blue crystal *staff of Mishakal* given to Riverwind. Carved from crystal, its crown is topped with a bladed cap and a blue gem. Mishakal granted Riverwind the staff to bring Goldmoon to her and to the *disks of Mishakal* (see **Book**).

This staff is sentient and of lawful good alignment. Its Intelligence equals 13 (empathic with user) and its Ego is 10. It can control the actions of a user whose combined Intelligence, Charisma, and level (-1 per five rounds) is less than 23. Only lawful good characters may use the staff; others suffer 4d6 points of electrical damage if they try. The staff strikes as a +3 weapon, adding +3 to all attack rolls. For each attack the user can choose to spend 1, 2, or 3 charges to inflict +3, +6, or +9 (respectively) to damage. The staff can cast any of the following priest spells (cost of two charges per spell level).

- **1st:** *Command, cure light wound, remove fear.*
- **3rd:** *Continual light, cure blindness, cure disease, remove curse.*
- **5th:** *Cure critical wounds, raise dead, teleport* (15 charges).
- **7th:** *Restoration, resurrection, deflect dragon breath* (10 charges).

The staff holds up to 20 charges and regains one charge per day in moonlight.

of Mishakal II**XP Value:** 5,000 **GP Value:** 25,000

Dragons of Despair

This staff is carved from a single piece of blue crystal. It is about 5 feet long and has a 2-inch-diameter shaft. The ornamentally bladed head of the staff bears a gem in its center.

Although Riverwind does not remember, a manifestation of the goddess Mishakal gave him the staff. It is an Intelligent artifact of lawful good alignment and has an Ego of 10. It can only be used by those of that alignment—others who try to wield the staff take 4d6 points of electrical damage. A lawful good person may use the staff to heal the electrical damage it has caused. The staff has the following powers:

- Strikes as a *staff of striking* (1d3 charges per use).
- Casts any of the following priest spells (two charges per level of spell):

1st: *Command, cure light wounds, remove fear*

3rd: *Continual light, cure blindness, cure disease, remove curse*

5th: *Cure critical wounds, raise dead*

7th: Restoration, resurrection

- *Teleports* at its own discretion, using 15 charges.
- Deflects dragon breath weapons in a 10-foot radius (10 charges per use).

The staff holds up to 20 charges at a time. It regains one charge a day from the combined influences of Krynn's three moons, but it can be recharged instantly and completely at the statue of Mishakal.

Monkey's**XP Value:** 2,500 **GP Value:** 15,000

Hall of Heroes

The Monkey's strength lies within the towering oak staff he carries. The staff, capped with the three silver rings of his profession, enhances both the Monkey's saving throws vs. magical attacks by +4 and his *shukenja* spell rolls by +3.

of the Moonglow**XP Value:** 3,000 **GP Value:** 15,000

DRAGON Magazine 173

Devised long ago in the early days of the northern city of Silverymoon, staves of this sort are most often found in the hands of Harpers and elves. They are activated and deactivated by silent act of will combined with physical contact and can be used by all races and classes of intelligent beings.

At a cost of one charge per round of use, the wielder of a *staff of the moonglow* can *pass without trace* (as the 1st-level priest spell), *find the path* (as the 6th-level priest spell), or have *free action* (as the 4th-level priest spell). A *staff of the moonglow* can also (at a cost of one charge per round of use) be made to glow with a pearly, blue-white radiance. The light fills a sphere 30 feet in radius, centered on the midpoint of the staff. Besides providing illumination for reading and other sight-related tasks, this radiance allows a *ring of shooting stars* located within it to operate as if it were underground, reveals the auras of all magical dwellers within its area of effect as amber *faerie fire* glows, and causes all undead within it to attack at -3 on their attack rolls. All magical inscriptions and *wizard marks* located within the moonglow shine forth clearly and distinctly, even if normally invisible or magically concealed.

Whenever a *staff of the moonglow* strikes an opponent, the bearer can elect (at a cost of two charges) to forego all physical attack damage in exchange for forcing the struck creature to "stay." This power allows no saving throw and operates as follows: All creatures able to shift out of phase (into the ethereal or elsewhere), *blink*, or *teleport* (including related spells or creature powers, such as the *dimension door* ability of a boggle) are pre-

5233

vented from doing so for one round. In other words, for the round that follows the staff attack, they cannot escape by magical means and may be attacked normally by the staff wielder and his or her companions. Creatures not able to use such abilities or spells are merely *slowed* for the one round following the staff attack.

A *staff of the moonglow* operates as a *weapon* +4 when used under an open, moonlit sky. If used under a starlit sky or under a night sky in which the moon is concealed by weather, it functions only as a *weapon* +1. Underground, it has no bonuses, except that in all locations and conditions, the strike of a *staff of the moonglow* does double damage to all undead; it also counts as "holy," silver, and magical for attack purposes, and it affects trolls and other creatures susceptible to fire damage as though the physical damage of its striking were caused by flame. These staff properties drain no charges.

of the Necromancer

XP Value: 13,000

GP Value: 65,000

Old Empires

This staff belongs to Hodkamset, the most powerful wizard in the service of the god Set. Hodkamset made this alabaster staff from the spine bones of a dragon.

Hodkamset pursued the art of necromancy and built this item to aid in spellcasting. It was stolen from him by the priests of Osiris, in a battle two years ago, but assassins of Set retrieved it before the priests could destroy it, and once again Hodkamset wields it. It has a maximum of 25 charges, and absorbs magic as a *staff of the magi*. In addition, it has the following powers that cost no charges: *detect magic*, *speak with dead*, and *protection from good*.

The following powers cost one charge per use: *animate dead*, *darkness 15' radius*, *dispel magic*, and *hold person*.

The following powers cost two charges per use: *command undead*, *enfeeble*, *feeblemind*, and *life level drain*. This last attack form drains one life level, has a 100-foot range, and automatically strikes one target within that range.

of Night

XP Value: 3,000

GP Value: 15,000

The Ruins of Myth Drannor

A *staff of night* is not (despite folk beliefs to the contrary) an evil item; like many staves, it has no alignment. Anyone taking hold of this staff is automatically afforded *infravision* to a range of 90 feet. By wordless mental command (at a cost of one charge), this staff can dispel any magical spell radiance whose area of effect it contacts (*light*, *continual light*, or *faerie fire*, but not glow-

ing magical auras, as from *swords*). Radiances of normally permanent duration return 1d4+1 turns after this function is exercised.

The bearer of a *staff of night* can also create *darkness* in a 10-foot-radius sphere centered on the midpoint of the staff. The *darkness* is equal in effect to that created by the 2nd-level wizard spell *darkness 15' radius*, and it moves with the staff. This function costs one charge per use and can be ended by mental command of the bearer; it can also be continued indefinitely, even if the staff is no longer in contact with a living being.

Once every seven days, the greatest power of a *staff of night* may be used. When the bearer of the staff feels (by a faint, continuous tingling) that this power is ready, a command word is spoken to activate the power. Doing this drains six charges from the staff each time it is invoked. Within one round, an umber hulk appears. It fights or otherwise performs at the staff bearer's bidding for three rounds, then vanishes again. The umber hulk always has 60+ hp and obeys diligently and loyally in undertaking even obviously dangerous tasks (if directly asked to harm itself, it does nothing). The bearer of the staff is rendered immune to the *confusion* power of the gaze of all umber hulks while the staff is held. If the umber hulk is slain while in service to the staff bearer, the staff instantly crumbles to dust, its power gone forever.

Lord Aumry of Shadowdale (husband of the "witch" Syluné) once bore such a staff. It was stolen from his tomb by Lashan of Scardale, who is thought to be still alive and in hiding—he may well still have it.

of the Ninja

XP Value: 5,000

GP Value: 25,000

DRAGON Magazine 126

This staff appears to be an ordinary bo stick until checked for magic. It is +2 to attack and damage rolls, and has other special abilities as well. If the appropriate command words are known, the following things may occur at the user's command:

- A spear head slides out of one end, turning the weapon into a *shakujō yari* +2. The head retracts when the command word is repeated.
- A sword blade juts out of the other end, turning the staff into a *shikomizue* +2. As before, the blade retracts if the command word is repeated.
- The staff has a saving throw vs. crushing blows of 1, making it virtually unbreakable.
- It has balancing ability.
- Once a day, each concealed weapon blade may be envenomed. The venom is wiped off and expended on the first successful blow, acting as if it had come from a *dagger of venom*.
- The staff *dances* for five rounds, attacking the

5236

enemy as if wielded by an 8th-level ninja. The staff can *dance* as a bo stick, shakujo yari, or shikomi-zue—the form in which the owner wishes it to fight, however, must be determined before the weapon is made to *dance*. When time runs out or it is recalled, the staff returns to the owner.

- It acts as a *ring of water walking*.

- Four times a week, the bearer of the staff can pass through stone or metal walls up to 3 feet thick.

Oberon's

XP Value: 7,000 **GP Value:** 20,000

Monster Mythology

Oberon's avatar carries an enchanted staff that can be used as a *changestaff* once a day.

of Oceans

XP Value: 8,000 **GP Value:** 20,000

Kara-Tur

This is an ornate staff, laminated from many types of wood and carved into intricate designs of dragons, hawks, and faces. It was created by the first Lord of Oceans, who used it to flood a frozen battlefield and defeat the nobility's forces. It has the following powers (all using one charge): *spell immunity* (one turn duration), *create water*, *air walk*, and *cure serious wounds*. For three charges, the staff can *raise dead* or cast an *ancient curse*. It can discharge up to 10 *lightning bolts* each day (6d6 each, no charge required). The *staff of oceans* is the ruling instrument of Tabot, so it is always carried by the High Lord of Oceans when in public.

O-Kuni-Nushi's

XP Value: 1,000 **GP Value:** 7,500

Legends & Lore

Any being struck by the avatar's staff must make a Strength check or fall to the ground.

of Osiris

XP Value: 1,500 **GP Value:** 7,500

Old Empires

This staff is made of dark mahogany and is covered with painted hieroglyphs. A *quarterstaff* +3, it is a favored weapon of the priests of Osiris; at least 20 are known to still exist today.

In addition to its attacks, the staff blocks one successful attack each round; the first successful melee attack against the wielder is automatically negated. This does not prevent ranged attacks, such as missile weapons and spells, from causing damage but it does stop sword thrusts, other staves, daggers, and melee weapons. In spite of its name, a *staff of Osiris* may be used by any priesthood, including Set's.

Osmal's Staff of the Woodlands

XP Value: 9,000 **GP Value:** 45,000

1992 Fantasy Collector Card 264

Osmal's staff is made from the severed limb of a treant—a bolt of lightning cut the branch free and nearly killed the treant in the process. As a result, the staff has all of the powers of a *staff of the woodlands* +2, and it can *call lightning* (three bolts) in two rounds, once a week. Each bolt of lightning inflicts 5d8 points of damage (save for half damage). There must be at least partial cloud cover in order for the staff to work. Osmal abhors violence, so he has never called upon the staff's unique power, and the electrical ability may become a lost secret if Osmal dies without revealing it.

Panzurriel's Quarterstaff

XP Value: 1,500 **GP Value:** 8,500

Monster Mythology

The avatar's powerful *quarterstaff* +4 delivers 1d10 points of electrical damage in addition to normal melee damage (a saving throw vs. spell is allowed to halve the electrical damage).

Pharaoh's Ruling

XP Value: 5,000 **GP Value:** 25,000

Pharaoh

In the hands of one who knows how to use it, this staff is capable of three magical acts:

- Striking the tip to the ground three times causes the staff to *polymorph* itself into a large venomous snake (AC 4; MV 15; HD 4; hp 28; #AT 1; Dmg 1d4 + save vs. poison or die; AL the same as whoever wields the staff). The snake will not attack the wielder of the staff. Grasping the snake by the tail firmly, at -2 on attack rolls, *polymorphs* the snake back into the golden staff.

- Striking the ground twice and then spinning the tip in the air creates a globular *ball of lightning* that, for every round it is spun before released at its target, develops 1d10 points of damage potential. Note, however, that the person spinning the lightning must concentrate both on its spinning and on its direction for detonation. If the spinner is disturbed during spinning (moves, is hit, or is distracted) then the ball detonates on the spot with as much damage as had been spun to that point.

- Striking the ground once and then pointing it skyward produces a clap of thunder of such volume that all exposed creatures within 1,000 feet must save vs. petrification or be struck with *fear* for 1d10 rounds.

The staff holds only five charges of each type. Only a sage (for a fee) can extract the above information—or a little lucky experimentation.

of Power

XP Value: 12,000

GP Value: 60,000

DUNGEON MASTER Guide

The *staff of power* is a very potent magical item, with offensive and defensive abilities. The powers below cost one charge each:

- *Continual light*
- *Magic missile or lightning bolt*
- *Darkness, 5' radius*
- *Ray of enfeeblement*
- *Levitation*
- *Cone of cold or fireball*

The following powers drain two charges each:

- *Shield, 5' radius*
- *Globe of invulnerability*
- *Paralyzation*¹

¹ *Paralyzation* is a ray from the end of the staff extending in a cone 40 feet long and 20 feet wide at the far end.

The DM may assign alternate powers by random die roll.

The wielder of a staff of power gains a +2 bonus to Armor Class and saving throws. The staff may be used to smite opponents. It strikes as a magical *weapon* +2 and inflicts 1d6+2 points of damage; if one charge is expended, the staff causes double damage, but two charges do not cause triple damage.

A *staff of power* can be broken for a retributive strike (see **Staff, of the magi**). The staff can be recharged.

of the Priest Kings

XP Value

GP Value

Type I: 5,000	25,000
Type II: 5,500	27,500
Type III: 6,000	30,000
Type IV: 6,500	32,500
Type V: 7,000	35,000
Type VI: 7,500	37,500

Strategic Review Magazine 7

This staff is the priestly equivalent of a *staff of wizardry*, and combines the following functions:

- The *snake staff*
- *Sticks to snakes* spell.
- *Insect plague* spell.
- *Create/pollute food and water* spell.
- *Cure/cause disease* spell.
- *Continual light* spell.
- *Neutralize poison* spell.
- *Cure light and serious wounds* spell.

This is the basic staff, which is +1 on spell effectiveness. Other staves may be found, according to the following percentages:



Roll	Other Staves
00-65	Basic staff.
66-75	As basic staff with the <i>pillars of flame and smoke</i> (a spectacular <i>find the path</i> spell).
76-85	As basic staff with <i>earthquake</i> and <i>hold person</i> .
86-95	As basic staff with <i>raise dead</i> (2d4, burns two charges).
96-99	As basic staff with <i>resurrect</i> (1d6, burns three charges per spell).
00	As basic staff with <i>restoration</i> (1d4, four charges per spell), and <i>blade barrier</i> , +2 on spell effectiveness.

Like *staves of wizardry*, these have 200 charges, but have no *final strike* capacity.

Quirks of Magical Staves*

XP Value: —

GP Value: —

DRAGON Magazine 163

The AD&D® game has one of the largest compilations of magical items in the fantasy gaming industry. The following tables have been created to add some spice and variety to existing magical items in the AD&D game worlds. A table of non-standard, magical item abilities is offered for each major type of magical item in the AD&D game.

Most items are created normally, and they function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a

5246

slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibilities of quirks existing (and the actual number of quirks) are determined by using the table below to determine the exact quirks a magical staff possesses.

Roll	Quirks Present
01-86	No quirks
87-94	One quirk
95-98	Two quirks
99-00	Three quirks

Roll	Result
01-04	Staff is inefficient; double the number of charges expended for each use.
05-07	Staff has an extra command word that allows it to shrink to half its regular size or return to normal.
08-13	Staff is made of metal and is magnetic; consequently, the staff is attracted to any large concentration of metal of at least 30 pounds.
14-18	Staff glows a random color (as <i>faerie fire</i>) whenever its powers are used.
19-22	Staff radiates nondetection and registers negatively at any attempt to <i>detect magic</i> .
23-25	Staff does 1 point of damage to its wielder each time its powers are used.
26-30	Staff is easily broken; the staff must make all saving throws at -2 to the roll.
31-34	Somatic gestures, as well as a command word, are necessary to activate the staff's powers. The gestures force the user to suffer a -1d4+4 initiative penalty. If the gestures cannot be performed (if, say, the wielder's arms are tied), the staff does not work.
35-39	Staff does not work if the wielder's hand is covered, gloved, or gauntleted.
40-44	Staff is unstable; it fizzles out and does nothing 10% of the time that is activated.
45-50	Staff is unaffected by fire, magical or normal.
51-52	Staff is <i>invisible</i> to everyone except its user.
53-55	Staff's wielder must concentrate for one round when speaking the command word in order to activate the staff's powers.

56-60	Staff is unaffected by acid.
61-63	Staff cannot be snapped or broken by any creature of less than 18/50 Strength. This also applies to any retributive strike made by another wand, staff, or rod.
64-68	Staff does not work if the wielder is wearing metal armor of any kind (including elven chain mail).
69-71	Staff has a tendency to overload. It can be used up to three times in a 24-hour period. Any attempted use beyond that limit causes the staff to short itself out for 24 hours, and the charges activated are lost.
72-74	Staff is extremely powerful; any saves against its effects are at -2 to the die roll.
75-79	Staff is unable to function in environments colder than freezing.
80-83	Staff is unable to function in environments warmer than normal human body temperature.
84-86	Staff does not function underwater.
87-89	Staff activates whenever the command word is spoken by anyone within 30 feet, whether it is being held or not.
90-93	Staff can be used as a weapon (if it is not already one). It has a +1 bonus with respect to hitting creatures unharmed by normal weapons, but has no actual bonus on attack or damage rolls. A wand does damage as a jo stick; a rod does damage as a club; and a staff does damage as a quarterstaff.
94-96	If all of the staff's charges are used, the staff explodes in a fiery blast. The blast has a radius of 15 feet and does 5d4 points of damage to anyone therein. Those within 5 feet of the staff receive no saving throw; others may save vs. breath weapon for half damage.
97-99	Staff is capable of being placed in automatic mode; every round, it performs one function as designated by the wielder, using the normal amount of charges, until it is taken out of automatic mode. During this time, the wielder is able to cast short spells (initiative modified spells of three or less), or with a -1 penalty on attack rolls.
00	Staff is intelligent; roll on the Sword Intelligence Table (see Sword, Special) and disregard any result of no Intelligence. The staff also has an Ego; its personality must be determined as well. Though the staff does tell its owner of the powers it offers, it never reveals the number of charges it possesses. Note that an Intelligent staff never willingly uses its last few charges. These staffs can always be recharged, regardless of type.

of Raket

XP Value: 10,000 **GP Value:** 50,000

DRAGON'S CROWN® Sourcebox

Only 4 feet long, this staff was originally empowered by Raket's master with the psychometabolic science Energy Containment. He further modified it as a receptacle, holding a pool of 383 PSPs to access in times of need. He was able to give the staff access to this pool to maintain its inertial barrier. Though intelligent, the staff communicates only *semi-empathically*, by tingling. The watery blue crystal in the head of the staff protects him from the effects of the *Psionatrix*. The staff has the following statistics: Intelligence 12; Ego 3; Alignment N; **Psionic Summary:** PSPs 12; **Sciences:** Energy Containment.

Ranike

XP Value: 2,500 **GP Value:** 12,500

DRAGON Magazine 197

This enchanted staff has the same powers as the *ranike rod*, though it strikes any target as a *quarterstaff* +1. It is also restricted to 25 charges (1d6 + 19) at most. If two charges are expended at once, the staff creates a billowing cloud of ranike sap smoke, 40 feet wide, 20 feet high, and 20 feet deep. The cloud's movement is controlled by the staff's wielder as long as there is no strong wind. Wind dissipates the cloud as a *cloudkill* spell. The cloud travels at a speed of 10 feet per round and lasts for 12 rounds. The smoke is not heavy like a *cloudkill* vapor, so it does not sink into low areas, making it useless for driving out a colony of giant ants from their underground nest. However, it is still a useful weapon, particularly against the thri-kreen. The staff may not be recharged.

of Recording

XP Value: 2,000 **GP Value:** 10,000

The Revenge of Rusak

This is an ornamented staff topped with a single crystal orb. When placed upright in the earth, it can either record or display. When the command word is spoken to record, the staff records all events within a 30-foot radius for up to 24 hours. Likewise, when it shows, it plays back everything that it has recorded. The staff can only have one scene recorded at any given time. If a new scene is recorded, any previous scene is lost.

Reptilla's Staff of the Serpent

XP Value: 7,000 **GP Value:** 35,000

1992 Fantasy Collector Card 265

This staff was specially created by Reptilla, but she lost it in a battle with a bronze dragon whose lair she attempted to occupy while he was not at home. This staff is an *adder staff*—it strikes as a

+1 magical weapon and does 2d2 points of damage. Upon command, the head of the staff becomes that of an adder (AC 5, 20 hp) and remains so for one full turn. When the snake-head scores a hit, the victim must make a saving throw vs. poison. Because Reptilla is an expert with poisons, she has designed the staff to inject different classes of poison—classes C–F and O–P. Each poison type has its own command word.

Rheddrian's

XP Value: — **GP Value:** —

Wrath of the Immortals

This item is a 6-foot-tall black staff made of heavy enchanted ebony. The weapon is +1 on attack and damage rolls, and causes 1d10 points of damage per strike.

Defense Power: *Protection from normal missiles* as spell of same name. The power can be used five times a day.

Information Power: Can be used to commune with the artifact's creator once a week.

Activation of Powers: All that is needed to activate *commune* is to meditate for a minute and then call "Rheddrian." To activate *protection from normal missiles*, the wielder simply says "Shield me!"

Handicap: Saving throw penalty. The character suffers a –2 penalty whenever attacked by fire magic.

Penalty: *Forgetfulness*. When the *commune* power is used, the invoker suffers a 20% chance to forget one spell from memory; the *protection from normal missiles* power causes a 10% chance to forget one spell from memory. Only mortals are affected by these penalties.

Rilantaver's

XP Value: 3,000 **GP Value:** 15,000

DRAGON Magazine 173

The elusive trickster Rilantaver long ago vanished from his usual haunts around the Sea of Fallen Stars and is believed to have perished in some misadventure. Elminster suspects he merely decided to make his home on some other plane of existence. His legacy to the Art of the Realms includes some spells (of spectacular effect but minor power) and the process of making the sort of staff named after him. Many were made in Amn and Starmantle, where Rilantaver ran a business of sorts to fund his carefree travels and shady pursuits.

A *Rilantaver's staff* affords +3 protection on saving throws and Armor Class for up to six beings touching it. This power is automatic and drains no charges. Upon command, the staff can *detect magic* in a 20-foot radius sphere centered

5252

on the staff. The staff bearer can clearly see magical auras, but the staff does not enable others not touching it to do so. No charges are drained.

The bearer can also exercise *telekinesis* on any object touched by the staff. This function must be exercised as the touch is made, is activated and ended by silent force of will, and drains three charges, plus one charge per round after the round of activation. Moving creatures and objects require a successful attack roll to be touched, and any living, conscious, unwilling creature receives a saving throw vs. spell each round to break free of the power. *Telekinesis* is identical in effect to the 5th-level wizard's spell, but the staff's weight limit is 1,000 pounds. Once *telekinetic* control over an object or creature is lost, it cannot be regained except by touching the target again and reactivating the power.

Rohalan

XP Value: 2,500

GP Value: 12,500

1992 Fantasy Collector Card 25

This staff belongs to Avenel Whytstagg. It is made of rosewood, shod in iron at one end and silver at the other, and is covered with magical sigils and runes. It can cast the following spells without expending any charges: *continual light*, *knock*, and *detect magic*. If one charge is expended, the wielder can cast *lightning bolt*, *shocking grasp*, *fireball*, or *dispel magic*. Two charges allow the wielder to cast *wall of force* once per day or *teleport without error* once per week. The staff also provides the user a base AC of 8.

of the Sands

XP Value: 10,000

GP Value: 50,000

DRAGON Magazine 179

This staff allows any wizard to use the following powers, at the cost of one charge per use: *move sand*, *sand slumber*, *sand sword*, *stoneskin*, *traceless travel*. The following powers use two charges, except in the case of sand mages, who may expend only one charge from the staff: *conjure earth elemental*, *desert first*, *create shade*. Only a sand mage may use the following power, which consumes four charges of the staff: *sink*. Additionally, the individual holding the staff is considered to be under the effects of a *cool strength* spell while holding the staff. The *cool strength* effects disappear when the last charge of the staff has been expended.

of Savona

XP Value: 2,500

GP Value: 12,500

Nightwatch in the LIVING CITY™

This staff allows the possessor to *gate* a single para-elemental of the summoner's choice once a

week. If the creature summoned has fewer Hit Dice than twice the summoner's level, it is able to be controlled—if the creature has more Hit Dice than twice the summoner's level, it may turn on the owner. The creature remains for one turn before returning to its own plane of existence.

of Scrivening

XP Value: 3,000

GP Value: 15,000

DRAGON Magazine 173

One end of a *staff of scrivening* will transfer a written spell of any level and type from its original text to another surface, such as a blank page of the staff-bearer's spell book. It even transfers spells forever denied to the staff bearer for reasons of class. The original text must be touched. This function is by touch, drains two charges, and takes four rounds. In the first round, the original text must be touched; in the second, the staff must be moved to the surface to be written upon; in the third and fourth, the staff must be continuously touched to the surface to be inscribed. One charge per round is drained, and if the process is interrupted, the charges used thus far are lost, and the attempt to write the spell fails. Writing requires no special spell inks or movements of the staff, nor even adequate light. The end product is always an exact duplicate of the original, including any faults. A spell concealed by a *secret page* spell cannot be written by use of this sort of staff, but the staff can be employed to copy a *secret page* spell itself.

At a cost of one charge per round, the bearer of a *staff of scrivening* can *read magic* (as the 1st-level wizard spell). Note that this power does not reveal the auras of magical dwellers, nor does it identify, activate, or reveal *glyphs* or *symbols*.

Anyone touching a *staff of scrivening* when a *glyph* or *symbol* is discharged is automatically protected against all effects of that *glyph* or *symbol*. This protection drains six charges per spell effect being defended against.

All staff functions are activated by silent force of will and require physical contact with the staff and concentration that must precede spellcasting.

of the Sea

XP Value: 10,000

GP Value: 50,000

Land of Fate

This staff allows any wizard to use the following powers, at the cost of one charge per use: *cool strength*, *depth warning*, *converse with sea creatures*, *water blast*, *waterbane*. The following powers use two charges, except in the case of sea mages, who expend only one charge from the staff: *conjure water elemental*, *ice storm*, *command water spirits*. Only a sea mage may use the following power, which consumes four charges of

5257

the staff: *maelstrom*. The individual holding the staff is considered to be under the effects of a *water breathing* spell as long as the staff is held. The *water breathing* effect disappears when all charges of the staff are expended.

of the Serpent

XP Value	GP Value
Adder: 7,000	35,000
Python: 7,000	35,000

DUNGEON MASTER Guide

There are two varieties of this staff—the python and the adder. Neither staff has nor requires charges.

The *python staff* strikes as a +2 magical weapon and inflicts 1d6+2 points of damage when it hits. If a priest throws the staff to the ground, it grows from its 6-foot length, to become a constrictor snake, 25 feet long (AC 3, 49hp, MV 9). This happens in one round. The snake entwines if it scores a hit, the opponent being constricted for 2d4+2 points of damage per round. The victim remains trapped by the python until he or she dies or the creature is destroyed. Note that the python will return to its owner upon command. If it is destroyed while in snake form, the staff is destroyed.

The *adder staff* strikes as a +1 magical weapon and does 2d2 points of damage when it hits. Upon command the head of the staff becomes that of an actual serpent (AC 5, 20 hp). The head remains for one full turn. When a hit is scored, damage is not increased, but the victim must roll a successful saving throw vs. poison (strength E) or be slain. Only evil priests employ *adder staves*. If the snake head is killed, the staff is destroyed.

Roll	Staff Type
01–60	Python
61–00	Adder

Shadowstaff

XP Value: —	GP Value: —
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The Official RPGA® Tournament Handbook

The *shadowstaff* is an artifact that draws its power from the Demiplane of Shadow. When used as a weapon, it acts as a *staff of striking* with an unlimited number of charges; thus, the possessor always gains the greatest possible damage bonus.

In addition, the *shadowstaff* is linked with the Demiplane of Shadow, constantly drawing power from that place, which it feeds to its possessor. Because of this shadow power, the possessor instantly becomes a shade upon grasping the staff. As a shade, the holder retains all normal powers and abilities.

The *shadowstaff* generates shadowy light in a 120-foot sphere around the user. This effect is drawn from the Demiplane of Shadow, and cannot be halted or dispelled by any mortal spell or device. Only *divine light* or *darkness* or the death of the *shadowstaff's* holder will stop this effect.

Minor benign powers: *Shield* (3/day); immune to *sleep*, *charm*, *hold*, and *paralysis*; possessor need not eat or drink for up to one week.

Major benign powers: *Minor globe of invulnerability* (once a day), *regenerate* 2 hp per turn.

Minor malevolent effect: –1 penalty to saving throws vs. spell.

Major malevolent effect: User becomes a shade upon first use of major power.

Shang-ti's

XP Value: 8,000	GP Value: 20,000
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Legends & Lore

Shang-ti's avatar carries a *staff of thunder and lightning*.

of Shock

XP Value	GP Value
Greater: 2,000	5,000
Lesser: 1,000	2,500

The Final Enemy

This is a device peculiar to priests of marine races, though it can be used by any character class. It is made of metal with a high resistance to corrosion and can be used under water without deterioration. The staff is about 3 inches long and ½ in diameter; one end has a handgrip made of insulating material and a cup-shaped hand-guard of the same material. It is employed in a thrusting mode, similar to that of a fencing foil, but has neither edge nor point.

The staff is rechargeable and can hold up to 100 charges. A single charge is expended when the metal comes into contact with an opponent; an attack roll is required, though no command word is necessary and the target is not allowed a saving throw. When not in use, the staff is usually kept in a cylindrical scabbard of insulating material to prevent accidental contact with the body of the owner or anyone nearby. The staff is just as effective under water as in air; note that, unlike the *wand of lightning* and the *spell lightning bolt*, the use of this weapon under water does not produce a sphere of effect—only the person or creature touched suffers damage, along with anyone else in physical contact with the victim at the time the staff is used. In this case the effect is conducted through the body of the first victim to the second, who takes 2 fewer points of damage than the first victim. The effect can be transmit-

5261

ted through multiple victims if all are in contact with the staff's target. There are two varieties of this device:

The *lesser staff of shock* causes 1d6 points of electrical damage on its victim. It confers a +1 attack bonus, but no damage bonus.

The *greater staff of shock* causes 2d6 points of electrical damage and confers a +2 attack bonus. Otherwise, it is identical to the lesser staff.

Shou Hsing's Walking Stick

XP Value: 16,000

GP Value: 70,000

Legends & Lore

Shou Hsing's avatar carries a walking stick that is a +5 magical weapon and also functions as a *staff of withering*. In addition to the normal powers of this weapon, it can cause any living creature to age 5d10 years instantly. This special power can be used once per day and, although an attack roll is required to hit the target, no saving throw is allowed.

of Silence

XP Value: 1,500

GP Value: 7,500

DRAGON Magazine 173

A *staff of silence* drains one charge per round when activated. It can be used continuously, as long as the activator retains hold of the staff. Activation and deactivation are by silent act of will and take only an instant. This type of staff conceals all noises created by the bearer from all other beings, including footfalls, spell incantations, the sounds made by things the bearer breaks by direct contact, and so on, within a 12-foot radius.

The bearer may also invoke a special sort of deafness upon himself to provide total protection against all spell, magical item, or monster attacks that rely on sound (the roar of an androsphinx or the singing of harpies or bards). The deafness prevents real deafness from being inflicted upon the staff bearer (except by physical damage to the auditory organs), but does not prevent *truename*-based magic from affecting the staff bearer, or similar magic from taking normal effect. Other creatures, even if they touch the staff, are not protected by the staff in any way.

Once per day (144 turns), the bearer of a *staff of silence* can release the sounds it has "swallowed" and stored in a sonic blast attack. This attack has a cone-shaped area of effect, extending from one end of the staff up to 60 feet away, widening from 1-foot in width at the tip of the staff to a 30-foot-diameter circle at the farthest extent of the cone. It is activated by will and occurs instantly, its effects ceasing at the end of the round of activation. The sonic blast sounds like a high-pitched shriek. It can

cause deafness (lasting 1d4+1 turns) and stun (lasting 1d6 rounds) all creatures in the area of effect who are able to hear and who fail saving throws vs. poison against each effect. The sonic blast also deals physical damage to living and nonliving objects, equal to one structural point or 2d12 damage (a successful save vs. spell equals half damage). Any tiny object may, at the DM's option, be flung 2d10 feet away from the staff by the blast. Any creature who fails a Dexterity check on 1d20 may be hurled off its feet and thrown 1d10 feet farther away from the staff.

There is no known "overload point" for such staves. A *staff of silence* has never exploded nor ceased to function because its stored sounds were not discharged. Activation of a sonic blast drains only one charge; the blast itself is powered by the sound energy stored by the staff.

of Skulls

XP Value

Greater: 1,500

Lesser: 900

GP Value

25,000

15,000

The Magister

This staff, usable by all classes, can animate skeletal remains. Each operation—triggered by the word "Arise!"—drains one charge. Animated skeletons are under the command of the wielder of the staff (see *animate dead* spell). If the staff should change hands, control of the skeletons goes with it. Skeletons need not be complete, but the skull must be present, and skeletons lacking parts of course have their actions and mobility impaired. Such animation is permanent, lasting until the magic is dispelled or the skeletons destroyed.

Twenty-five percent of these staves have a secondary function: mending the broken bones of both living and dead creatures. This takes 1 charge, and in a round it can reattach a severed limb or digit, although it does not restore hp lost due to the wounds. Limbs or bones not belonging to the recipient may be used; thus a heap of bones can serve as "spare parts" for a guard of skeletons. Typically, these staves are of ebony topped with an ivory skull, or constructed of a smooth-polished skull and a thigh-bone of giant size.

Roll Staff Type

01–75 Lesser staff of skulls

75–00 Greater staff of skulls



Skull-Staff of Hepmonaland

XP Value: 5,000 GP Value: 20,000

GREYHAWK Adventures

This is a 7-foot-long pole that is topped with a skull with a wild mane of white hair and sharp, fiendish features. The shaman who uses the staff claims that it is the skull of an ancient fiend, though many suspect that it belonged to an evil wizard who died in the hands of headhunters in Hepmonaland.

The skull can magically cause *fear* in any creature gazing upon the skull when this power is invoked. Its secondary powers, which require no charges, are a personal *protection from evil* effect that surrounds the wielder, and *displacement*, as a *cloak of displacement* (a +2 bonus to Armor Class and saving throws, and the first attack misses) against creatures from the lower planes. The rod has up to 25 charges and cannot be recharged.

of Slinging

XP Value: 1,000 GP Value: 5,000

DUNGEON MASTER Guide

This magical quarterstaff appears to be a +1 weapon unless it is grasped by a druid, when its power of *slinging* becomes evident. This power, which can be employed only by a druid, is activated when one end of the staff is touched to a heavy object of roughly spherical shape (a stone, metal ball, pottery crock) of up to 9

inches in diameter and 5 pounds in weight. The object adheres to the end of the staff, and the wielder need then only swing the staff in an overhand arc to release the missile toward a desired target.

The missile leaves the staff on the downstroke of the overhand swing and travels in a low-rising trajectory, with the missile going 1 foot upward for every 10 feet traveled. Of course, the arc may be higher, or the missile aimed so as to travel nearly vertically. (In the latter case, reverse the arcing ratio so that 1-foot of distance laterally is covered for every 10 feet of vertical rise.) The maximum range of such a missile is 180 feet, with limits of 60 feet and 120 feet on short and medium range, respectively.

This staff also carries charges, and a druid wielding the item can expend one charge and thereby use the staff to hurl a missile of large size, as if the wielder were a stone giant (range out to 300 feet, 3d10 points of damage per hit). Whether used as a magical quarterstaff or by employing one of its slinging powers, the staff bestows +1 to the wielder's attack roll and +1 per die to damage dealt out. The weapon may be recharged by a druid of 12th or higher level.

Snake

XP Value: 7,000 GP Value: 35,000

The Keep on the Borderlands

The *snake staff* adds +1 to attack rolls and does 1d6+1 points of damage. On command the staff turns into a snake and coils around the person hit. The victim is held helpless until the user recalls the staff (or for 1d4 turns maximum). The *snake staff* crawls back to the priest on command.

Snake II

XP Value: 7,000 GP Value: 35,000

DUNGEONS & DRAGONS Rules Cyclopedica

Usable only by priests, this magical staff is a *staff* +1 and inflicts 1d6+1 points of damage per hit.

Upon command, the staff turns into a snake and coils around the creature struck. The command may be spoken when the victim is hit. The victim is allowed to make a saving throw vs. spell to avoid the serpent's coil. Any human-size or smaller victim is held helpless for 1d4 turns (unless the snake is ordered by the owner to release the victim before that time). Larger creatures cannot be ensnared in the snake's coils. The snake's characteristics are as follows.

Snake: AC 5; HD 3; hp 20; MV 6; #AT 1 (special); Dmg Nil (special); ML 12; XP 6

When freed, the snake crawls back to its owner and becomes a staff once again. The snake is

5268

completely healed when it returns to staff form. If killed in snake form, it cannot return to staff form and it loses all magical properties. This item does not have or use charges.

At the DM's option, the staff can be given charges. The user can spend charges to add bonuses to the snake's attack roll (+1 bonus per charge spent); up to five charges can be used in a single attack (for a +5 bonus).

A charge can also be used to cure the snake while it is in combat. The user casts a curing spell of any type and expends one charge to transfer the cure to the snake. The amount of curing is determined normally; no range limit applies.

of Spell Focusing

XP Value: 6,000

GP Value: 25,000

Dragon Magazine 91

This staff aids in the casting of a wizard's spells, and makes the magic more effective if the spell is cast successfully. It must be held in the caster's left hand throughout the casting of the spell, whether or not the magic requires a somatic component. (Any gestures requiring movement of the left hand are automatically modified by the staff if necessary.)

When properly employed, the *staff of spell focusing* causes the target of a spell to suffer a -4 penalty on the saving throw against the magic, if a saving throw is normally allowed. If the spell does not allow a saving throw, the duration of its effect is increased by 50% of the normal time. This effect does not apply to spells with a non-specific duration or to those that have a permanent duration.

Each use of the staff, for either purpose, expends one charge from the item. It can be recharged. If the holder of the staff tries to enhance a spell that cannot be affected (such as *hallucinatory terrain*, which allows no saving throw and has a nonspecific duration), the staff simply fails to function and a charge is not wasted.

The *staff of spell focusing* can only be used in this manner by a wizard. It can be wielded as a weapon by characters able to employ a quarter-staff, but grants no combat bonuses and has no magical properties.

of Spheres

XP Value: 4,000

GP Value: 20,000

Dragon Magazine 173

This rare, strange staff was devised by Elminster himself long ago, when he was in Myth Drannor at the height of its greatness. All the staff does is create spheres—giant, transparent, floating bubbles that glow with a faint silver blue radiance. The bubbles are 6 feet in diameter and, upon their



creation, can be commanded to remain floating and motionless, to follow or precede the staff at a certain distance, height, and orientation, or to follow a straight-line journey away from the staff wielder, in any direction.

A bubble can carry any collection of things, of up to 140 pounds, including living manner (if this limit is exceeded, the bubble will instantly burst). Any pointed or sharp objects allowed to contact the surface of a bubble will also destroy it. A bubble gives off enough light to read by, but not enough to blind any creature or affect undead.

If cast around beings, a sphere allows the enclosed creatures clear vision and breathing, and it protects them with a *feather fall* spell if its movement is directed downward or it bursts in a location that spills its occupants out for a fall (if the bubble fails due to weight overload, this protection does not apply). A spell, magical item, or artifact power of any sort cast into or out of a sphere is negated, but it destroys the sphere. When a sphere fails due to the contact, it negates any magic (including magical creature powers) entering or leaving its area in that round, not just one spell or effect.

Spheres are not prisons; any conscious, mobile being can easily break a sphere to escape (securely bound creatures cannot, nor can caged creatures, if the sphere is formed around a smooth-edged cage). Wizards typically use such

5270

spheres as traveling storage for coins, food, weapons, or even open spell books, for which the sphere provides handy reading light. Spheres can also be used to convey food, treasure, or other items to creatures one does not wish to approach too closely.

A sphere has a movement rate of 16 when traveling "free" (that is, not linked to the location of the staff that formed it), but it can never develop sufficient velocity to break or move objects in its path, nor to deliver a weapon in an attack. Spheres can serve to deliver lit oil pots or torches to intended destinations, as nonmagical flame does not affect a sphere.

A *staff of spheres* can create a maximum of one sphere per round. Each sphere drains one charge during its creation, which requires an entire round to complete.

Staff-Mace

XP Value	GP Value
Great Mace: 1,500	7,500
Mace: 1,500	7,500
Quarterstaff: 1,500	7,500

The Land Beyond the Magic Mirror

This priests' weapon appears to be a normal wooden staff of the type used when trekking in the wilderness. This staff is typically made of bronzedwood, reinforced by heavy bands and tips of iron. It gives off a very faint aura of alteration magic. Upon command, the staff-mace takes on one of three forms, as desired by the possessor:

- Quarterstaff: iron-shod *quarterstaff* +3.
- Great Mace: iron *footman's mace* +1.
- Mace: iron *horseman's mace* +2.

Staff-Spear

XP Value	GP Value
+1: 1,000	5,000
+2: 1,500	7,500
+3: 2,000	10,000
+4: 2,50	12,500
+5: 3,000	15,000
+3: 3,500	17,500

DUNGEON MASTER Guide

When this seemingly ordinary quarterstaff is examined magically, it displays an aura of alteration. Upon proper command, a long and sharp spear blade shoots forth from its upper end. This makes the weapon into a spear rather than a staff. Upon a second command, the weapon elongates to a full 12 feet, and a third command recalls it to its original form. The powers and value of each *staff-spear* are determined randomly when the item is first employed:

Attack & Damage¹

01-06	+1
07-10	+2
11-13	+3
14-16	+4
17-19	+5
20	+3 (grants +3 AC bonus when held)

¹ Does damage as ranseur (2d4), but still acts as a spear if used to thrust or when set to receive a charge.

of Striking

XP Value: 6,000

GP Value: 15,000

DUNGEON MASTER Guide

This oaken staff is the equivalent of a +3 magical weapon. (If the weapon vs. armor type adjustment is used, the *staff of striking* is treated as the most favorable weapon type vs. any armor.) It causes 1d6+3 points of damage, expending one charge. If two charges are expended, bonus damage is doubled (1d6+6); if three charges are expended, bonus damage is tripled (1d6+9). No more than three charges can be expended per strike. The staff can be recharged.

of Striking (Local 531)

XP Value: 500

GP Value: 1,500

DRAGON Magazine 156

When this heavy oaken staff is swung at an opponent in combat, a large placard pops out of the end, reading "ON STRIKE! PCs Unfair to Magical Items!" After that, it resists all attempts to wield it in combat, making hits impossible. If the owner persists in trying to use it, it may animate and attack, although PCs take no damage if they happen to be wearing *scarabs of protection*. The staff can be temporarily returned to normal functioning by burning at least three sticks of *incense of mediation*.

of Striking and Curing

XP Value: 8,000

GP Value: 20,000

Mists of Kryn

This glowing, wooden staff combines the powers of a *staff of striking* and a *staff of curing*, and is usable by any good priest. The staff contains 20 charges but recharges itself at the rate of five charges a day in sunlight, to a maximum of 50.

As a *staff of striking*, it acts as a +3 weapon, inflicting 1d6+3 points of damage per use, without draining a charge. If two charges are expended, the staff can strike for double damage. However, it cannot be used for curing until an hour has passed after a double-damage blow is struck.

As a *staff of curing*, two charges are required

5275

for each usage. The staff will cure disease, blindness, or 3d6+3 points of damage with the following limitations: It may only be used once per day on any given individual and only six times in a 24-hour period.

of Stunning

XP Value: 1,000 **GP Value:** 5,000

Old Empires

This is a *quarterstaff* +3, with the added benefit that, on a natural roll of 18–20, a blow from this quarterstaff knocks an opponent unconscious (no saving throw) for 3d4 rounds. If a natural 18–20 is not a successful attack against the opponent, the staff has no effect. These staves are typically made from yew; many of them are used by sailors on the Alamber Sea.

of Surprises

XP Value: 4,000 **GP Value:** 20,000

The Ruins of Myth Drannor

This type of staff is usable by all intelligent creatures who know the command words of the particular specimen they are holding. Each staff function can be used in combination with all other staff functions, but only one function can be activated or deactivated per round. Each function drains one charge whenever activated, but "programming" item functions requires only the necessary spellcasting, speech, and concentration; no charges are drained. Activation requires a command word; deactivation requires that the word be spoken backward.

A *staff of surprises* can, upon command, suddenly grow a blade from either end of itself, doing 1d8 hp damage (1d12 to creatures larger than human-size) when used as a weapon. The weight and balance of the staff do not change. Such a staff can also suddenly extend in length up to 60 feet, to serve as a pike, sliding pole, bridging or reaching aid. It will remain utterly straight and rigid, and can withstand 16 hp damage or 777 pounds before breaking.

A *staff of surprises* can emit a "preprogrammed" sound or speech, of up to seven seconds' duration or 15 spoken words. This may be a message, warning, incantation, threat, or an intent to deceive others into thinking a particular being or monster is near. If the sound is a spell incantation, no spell can be cast or set off, but the sound can be an activation word for a magical item if touch or will power is not also required. The staff's user determines what sounds will be "programmed."

A *staff of surprises* can also emit a visual illusion of any human-size creature or object. This image must be created by casting any illusion-producing spell upon the staff, which absorbs an

illusion contacting it if the staff's command word is spoken at the time. The illusion will be as good as the cast original (ranging from vague and fuzzy to utterly lifelike) and can move, gesture, and act; range and area of effect are as per the original spell or power. The image cannot speak or be made to react to its surroundings in any way, but it lasts for up to seven rounds (fewer if the programmer desires or if the staff wielder ends it sooner). Touching the image will not dispel or disrupt it.

of Swarming Insects

XP Value: 100/charge **GP Value:** 500/charge

DUNGEON MASTER Guide

A staff of this sort is typically short and thick. When initially obtained or encountered, much of its length is covered with finely done carvings depicting winged biting and stinging insects (bees, deerflies, horseflies, wasps, and the like). Any priest character (cleric, druid, shaman, witch doctor) holding it can command the staff to create a swarm of insects, at the same time expending one of the staff's charges.

Range is 60 feet +10 feet per level of the user. The number of insects produced is 60 plus 10 per level. Every 10 insects inflicts 1 point of damage upon the target victim, regardless of Armor Class, unless the victim is protected by a *force field*, engulfed in flames, or in another impossible position for the insects. Note, however, that the insects cannot affect creatures larger than human-size with a natural Armor Class of 5 or better.

When a vulnerable target is attacked by the swarm of flying insects, the creature will be unable to do anything other than attempt to dislodge and kill the things. The insect attack lasts for one round. Each time the staff is employed, one of the insect-shapes carved into its wooden surface disappears, so it is easy to determine how many charges are left in the staff. Unlike others of its kind, a staff of this sort can have as many as 50 initial charges. However, it cannot be recharged.

Thoth's

XP Value: 48,000 **GP Value:** 200,000

Legends & Lore

Thoth's avatar wields a magical staff that acts as a combined *staff of command*, *staff of curing*, *staff of the magi*, *staff of striking*, and *staff of power* with unlimited charges. No other being can handle this staff without being instantly affected as if hit by *feeblemind*. There is no saving throw and even characters who do not use magic can be affected by this curse.

of Thunder & Lightning**XP Value:** 8,000**GP Value:** 40,000

DUNGEON MASTER Guide

Casual examination of this stout quarterstaff shows it to be exceptional, and if it is magically examined, it radiates an aura of alteration magic.

Constructed of wood (ash, oak, bronzedwood, or similar woods) and bound with iron set with silver rivets, it has the properties of a +2 magical weapon without any expenditure of its magical charges. Its other magical properties are as follows:

Thunder: The staff strikes as a +3 weapon, and unless the attacked opponent saves successfully vs. staves, he or she is stunned from the noise of the staff's impact—unable to take any further action in that round, and automatically having last initiative in the following round. This power requires the expenditure of one charge.

Lightning: A short spark of electricity leaps forth when the opponent is struck, causing normal staff damage, and 2d6 additional points of damage from shock. Note that the staff might not score a hit, but the electrical discharge discounts any form of metal armor (making the target effectively AC 10 for this purpose), so only such damage might apply. This power requires the expenditure of one charge.

Thunderclap: The staff sends forth a cone of deafening noise, 5 feet wide at the apex, 40 feet long, and 20 feet wide at a point farthest from the source. All creatures within this cone, wholly or partially, must roll a successful saving throw vs. staves or be stunned for 1d2 rounds (unable to attack during this time) and unable to hear for 1d2 additional rounds. Those who save are unable to hear for 1d4 rounds, but suffer no loss of attacks. This function requires the expenditure of two charges.

Lightning Stroke: A bolt similar to that from a wand of lightning is generated, but it is 8d6 in strength, causing 16–48 points of damage (all 1s are counted as 2s) to failed saving throws. The stroke can be single or forked; this uses two charges.

Thunder & Lightning: This power combines the thunderclap, described above, with a forked lightning bolt as in the lightning stroke. Damage from the lightning is a total of 8d6 with rolls of 1 or 2 counted as rolls of 3, for a range of 24–48 points. A saving throw applies, with deafness and half damage suffered by those who are successful. This power requires the expenditure of four charges.

The casting time required for any function is equal to the number of charges expended; thus, the *thunder & lightning* function costs four charges and has an initiative modifier of +4.

Ushas's**XP Value:** 3,000**GP Value:** 25,000

Legends & Lore

The avatar can fire a brilliant ray of golden light from her staff, up to a distance of 100 feet. This ray always hits its target, inflicting 4d8 points of damage. Those struck must also save vs. paralysis or are blinded for 1d10 rounds.

of Vision**XP Value:** 5,000**GP Value:** 25,000

The Ruins of Myth Drannor

This rare type of staff drains one charge per round when activated and held by a living creature. It is usable by all intelligent creatures, and is controlled by force of will. A *staff of vision* may be activated and used within the same round. Shutting down any power of the staff requires only an instant, but switching from one power to another requires an entire round between uses of the different powers.

Such a staff can empower the bearer or any creature touching the staff (but only one being at a time) to *detect invisibility* (as the 2nd-level wizard spell, with an effective range of 90 feet), or use *infravision* (as the 3rd-level wizard spell), or have *true seeing* (as the 6th-level wizard spell, without any use of ointments).

Such staves never allow X-ray vision, and cannot be used continuously for very long, as their effects are mentally tiring. A *staff of vision* can be used by one being only for as many rounds as the user has Intelligence points. After using such a staff for six rounds or more, any user must refrain from using it for at least four rounds, or wild hallucinations will result (precluding proper use of the staff powers, and possibly guiding the affected being into behavior dangerous to self or companions).

Each *staff of vision* has a secret command word. Anyone who knows and utters it while touching the staff to any being (including themselves) may call forth the special power of this type of staff at a cost of three charges. Such a staff can *cure blindness* (unlike the 3rd-level priest spell, the staff repairs or restores damaged eyes). Insufficient charges cause this special power to fail.

War Staff of Nyrond**XP Value:** 5,000**GP Value:** 30,000

GREYHAWK Adventures

Just after Nyrondal, when troops willingly withdrew from the Theocracy of the Pale and the County of Urnst, a Nyrond wizard created this staff because he feared that other lands might see this as a sign of weakness and attack the Kingdom of Nyrond. Though such attacks never

5283

occurred, the staff was useful to certain powerful wizards guarding the borders of Nyrond.

Possession of this wooden staff allows a wizard of at least 11th level to attract personal followers as a fighter of the same level. A wizard can use the staff only once per year, and it must remain in the spellcaster's possession for a full month after the followers have gathered, or the troops will disband and desert. Once the month has passed, the troops will be personally loyal to the spellcaster for one year, barring exceptional conditions or poor treatment. Note that this in no way affects the hiring of men-at-arms in the normal fashion.

of the White Well

XP Value: 15,000

GP Value: 75,000

Hall of Heroes

The *staff of the white well* is a superior form of druid staff. It is a long staff of white ash that allows the user to perform several special functions.

Unlike other druid staffs that have an animal likeness carved into them, and can summon animals of all members of the species carved on the staff, this staff can summon animals of any species the bearer chooses. However, the user must be specific as to the species summoned, nor can the user summon every species in the forest at once. Each summoning takes two charges. All animals of the called species within 12 miles hasten to the druid as quickly as possible. Once they reach the druid, they act as if under an *animal control* spell. The staff can also be used to cast *animal control* at any animal within sight of the staff's user, at a cost of one charge.

The staff is also a magical weapon, with a +2 bonus on attack rolls, inflicting 1d6+2 points of damage on a successful hit. The staff also functions as a *python staff* with the characteristics of the *staff of the serpent*. This includes the destruction of the staff if the serpent is killed. Using the staff as a snake costs one charge.

At a cost of two charges, the staff can be used to cast one of the following druidic spells: *call lightning*, *plant growth*, *dispel magic* (as if cast by a 15th-level druid), *cure disease*, *cure serious wounds*, *speaking with plants*.

Once a month, with no cost in charges, the staff can perform one of the following greater abilities: *wall of fire*, *insect plague*, *transmute rock to mud*, *wall of thorns*, *weather summoning*, *conjure fire elemental*, *conjure earth elemental*, *fire storm*. After using its greater power once, the staff only regains this ability if it is recharged in the Moonwell beneath a full moon.

Use of the spells of the staff by a druid who does not have the experience to normally use the

spells drains the energy of the druid. For every such spell used in battle, the druid must rest for 10 minutes after the battle. If more than one such spell is used in a battle, the user must make a Constitution ability check every time the staff is used, after the first time. If the staff is touched by a person or creature of evil alignment, the toucher takes 3d6 points of damage every round the staff is held. The staff can be fully recharged by exposing it to the light of the full moon once a month.

of the Winds

XP Value: 10,000

GP Value: 50,000

Land of Fate

This staff allows any wizard to use the following powers, at the cost of one charge per use: *alter normal winds*, *flying jambya*, *solid fog*, *wind blade*, *wind wall*. The following powers use two charges, except in the case of flame mages, who expend only one charge from the staff for the following effects: *conjure air elemental*, *cloudkill*, *wind carpet*, *summon wind dragons*. Only a wind mage may use the following power, which consumes four charges of the staff—*windtomb*. The individual holding the staff is in addition considered to be under the effects of a *feather fall* spell as long as he holds the staff. This *feather fall* effect disappears when all charges of the staff are expended.

of Withering

XP Value: 8,000

GP Value: 35,000

DUNGEON MASTER Guide

The *staff of withering* is a +1 magical weapon. A hit from it causes 1d4+1 points of damage. If two charges are expended when a hit is scored, the creature struck also ages 10 years, its abilities and lifespan adjusted for the resulting age increase. If three charges are expended when a hit is made, one of the opponent creature's limbs can be made to shrivel and become useless unless it successfully saves vs. spell (check by random number generation for which limb is struck). Ageless creatures (undead, fiends, and the rest) cannot be aged or withered.

Each effect of the staff is cumulative, so that three charges will score damage, age, and wither. Aging a dwarf has little effect, while aging a dragon could actually aid the creature.

of Wizardry

XP Value: 15,000

GP Value: 75,000

DUNGEONS & DRAGONS Rules Cyclopaedia

Usable only by wizards, this staff +1 has all the powers of a *staff of power*, plus the wizard spell effects of *invisibility*, *passwall*, *web*, and *conjure elemental*. It may also be used to create a *whirlwind* (as if from a djinni) or shoot a *cone of para-*

5287

lyzation (as the wand). In addition, the user may break the staff, which releases all of its power at once. This final strike is an explosion that inflicts 8 points of damage per charge remaining in the staff. All creatures within 30 feet (including the user!) take damage (but all may make a saving throw vs. staff for half damage).

of the Woodlands

XP Value: 8,000

GP Value: 40,000

DUNGEON MASTER Guide

This sort of staff is always made from oak, ash, or yew, finely grained, beautifully carved, and bound with bronze. It is effective only in the hands of a druid. Each such staff has the following powers, with each expending one charge per use:

- *Wall of thorns*
- *Animal friendship* and *speak with animals*
- *Animate tree*¹

¹This function duplicates the ability of a treant to cause a large tree to move at a rate of 3 and attack as if it were the largest size treant. In all other respects it becomes a virtual treant for eight rounds per charge expended. Note that one round is required for the tree to animate, and it will return to rooting on the eighth, so only six of the initial eight rounds are effectively available for the attack function.

In addition to these powers, each *staff of the woodlands* has a magical weapon value. Those with a lesser value have extra magical powers that do not require charges and can be employed once per day. To determine which sort of staff has been discovered and its powers, roll on the table below.

Roll Staff Type

- | | |
|-------|--|
| 01-25 | The +4 staff has no additional powers. |
| 26-50 | The +3 staff also confers the power of <i>pass without trace</i> |
| 51-75 | The +2 staff confers the powers of <i>pass without trace</i> and <i>barkskin</i> |
| 76-00 | The +1 staff confers the powers of the +2 staff and the power of the <i>tree spell</i> . |

In a DRAGONLANCE Campaign: The *staff of the woodlands* does not exist on Ansalon.

Stair

A magical stair is a wooden board, usually 5 feet long, a foot wide, and a half-inch thick. When placed on a floor and commanded, it creates a magical wooden stairway of some kind, which remains until it is commanded to vanish or until *dispel magic* is applied (treat the stairway as 25th level magic). Most stairways created in this fashion can support up to 2,000 pounds of weight

(counting all items and creatures upon them); any additional weight causes it to collapse as if commanded to disappear.

of Ascending

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

On command, this board creates a stairway 10, 15, or 20 feet high. The stairway appears leading up from the user. When commanded to disappear, the uppermost stair remains and may be picked up and reused. This item functions up to three times a day.

of Breaking

XP Value: 100

GP Value: 500

The Book of Marvelous Magic

This item appears and functions as either an *ascending* or *descending* stair but supports only 500 pounds of weight before collapsing. It may be used up to three times a day.

Cold

XP Value: 1,200

GP Value: 6,000

The Book of Marvelous Magic

This stair appears and functions as either an *ascending* or *descending* stair. Upon command, it becomes ice cold, inflicting 1 point of damage per foot traveled upon everyone using it. Creatures resistant to cold are not affected, and any other victim may make a saving throw vs. spell to take half damage. For example, one might take 10 points damage descending a 20-foot stairway if the saving throw is made. When collapsed, the stair returns to normal temperature.

of Descending

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

This stair is similar to an *ascending* stair but creates a stairway leading downward. When commanded to disappear, the bottom stair remains and may be picked up and reused. This item functions up to three times a day.

Endless

XP Value: 15,000

GP Value: 75,000

POLYHEDRON Newszine 58

This magic item consists of two 2-foot by 1-foot rectangular metal plates. When cast at the ground, both hover in place, one above the other, forming a small stairway. When someone steps on the first plate, the plate levitates to a position above the second, thus continuing the stair. The stair can be turned by climbing in the desired direction, for a maximum of a 45(DG) angle change per step. The stair has no altitude limit, but neither does it confer any special abilities on the user. Therefore,

5293

if the user climbs above the atmosphere, he or she will die unless some form of magical protection is used. The plates can be used in a vacuum, but not in a zero gravity environment, as they would not sense where to go next. If the climber falls or otherwise leaves the stair in midair, the plates will collapse. However, if the climber ascends to a safe surface, the plates will stay in place. Each plate has an armor class of -1 and can sustain 10 points of damage before becoming useless. The plates cannot be used to descend.

of Judgment

XP Value: 1,500

GP Value: 7,500

The Book of Marvelous Magic

This stair appears and functions as either an *ascending* or *descending stair*. However, anyone using the stairway in the wrong direction (up on a *descending stair*, down on an *ascending stair*) never reaches its end and instead walks through a gate to an Outer Plane. Any victim of this effect is met by an Immortal and immediately judged on alignment behavior. After the judgment, the victim is returned to a safe spot in the Prime Material Plane, near the point of departure.

If alignment behavior has been perfect, no ill effects occur (even to chaotics). If alignment behavior is flawed, a *quest* is assigned (as the priest spell) which must begin within one month. Death is the reward for poor alignment behavior. (Alignment judging is a tricky matter and the DM should handle it carefully.)

of Slipping

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

This stair appears and functions as either an *ascending* or *descending stair* but on command becomes quite slippery. Each victim using the slippery stairway must make a saving throw vs. spell or fall and tumble down the stairs. The fall inflicts 1 point of damage per foot; a victim slipping from the top of a 20-foot stairway thus takes 20 points of damage.

Standing Stones

XP Value: 50,000

GP Value: 25,000

Legends & Lore

Celtic priests can create formations of standing stones in order to intensify their magic. The ceremonies during the creation of a *ring of standing stones* make them highly magical places where mere lesser mortals fear to tread.

The creation of *standing stones* is a lengthy process that requires many priests. There must be at least 50 levels of priests or druids who worship at least four different Celtic gods. One of the priests must be at least a 10th-level worshiper of



Belenus in order to have the all important *enchant stones* spell. The site must have stones available and be at least five miles from any other existing *standing stones*. All of the priests must spend an entire month assembling the stones and attending ceremonies—the *enchant stones* spell must be cast at the end of each week and again at the end of construction. If the priests are interrupted in any way during that time, the enchantment fails and they must start again. During creation, the *standing stones*' site must be dedicated to one sphere of spells forever (for instance, *standing stones—divination*). Once created, the magic of the standing stones is permanent.

The actual physical parameters of the *standing stones* are fairly loose. The exact size and number of the stones are unimportant for game purposes—they are arranged at creation to follow the seasons, stars, constellations, suns, moons, or whatever. It is only important that they be arranged in a series of circular patterns. Since they are generally between 10 and 30 meters across, standing stones are some of the largest magical items in existence.

Once created, ceremonies can take place at the site to cast spells within its assigned sphere. The total of priest levels involved in the ceremony can be used as a direct multiplier to any of the following: range, duration, or area of effect. As an example, if 50 priest levels are involved in a ceremony at *standing stones* to cast an *animate object*

5296

spell, they could either multiply the range by 50 (to 1500 yards), the duration by 50 (to 50 rounds per level), or the area of effect by 50 (50 cubic feet per level). One of the priests must actually cast the spell to be amplified by the *standing stones*, and his is the base from which all other information is extrapolated.

Holy Star of the Bright Desert

XP Value: 1,000

GP Value: 6,000

GREYHAWK Adventures

This is a copper star marked with the silver axe and energy bolts of Heironeous the Invincible. It was fashioned by dervishes to aid them in holy battles against infidels. The star gives a good wearer 30% immunity to fear, and a +20% bonus to reactions with dervishes in the Bright Desert. An evilly aligned wearer has a -4 penalty on all saving throws involving fear (magical or otherwise), and a -4 morale penalty. The device glows brightly within 30 feet of any extremely evil creature.

Statue

Statues are carved from wood, stone, or marble and their subject matter varies widely according to the whim of the sculptor or the demands of a commission. Statues have also been produced by pouring molten metal, ceramic, or plaster into a mold.

Boli

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 189

Boli is a human-size statue of humanoid figure that is dedicated to the skilled crafts—metal and leatherworking, jewelers, all smiths, or any other craft. If the *boli* is given a small offering of food or drink every day, the craftsman can only automatically fail proficiency checks on a roll of 20, and receives a -1 bonus to the die roll. If the offering is not made, the craftsman always fails proficiency checks until the offerings are made again.

Corellon's Crystal Statuette

XP Value: 3,200

GP Value: 16,000

Monster Mythology

Corellon's avatar typically carries a crystal statuette that allows him to summon 1d4 16-HD air elementals to do his bidding for 2d4 turns once a day.

Golden

XP Value: 2,000

GP Value: 15,000

Storm Riders

This golden statue depicts the Padhrasattva of Erudition, Mahavidi. Mahavidi is the personal Padhrasattva of the Dalai Lama, and is consid-

ered the highest of Padhra's incarnations.

Mahavidi's statue is solid gold and is valued at more than ten million gold pieces. It weighs over 30 tons, and is built directly into the foundations of a building. Other than this, its only defense against theft is the famous Ra-Khatian karma curse, in this case, a permanent karma curse. The curse is activated whenever someone touches the statue while thinking thoughts of larceny. The conditions for removing the curse are returning anything that was stolen from the statue, and then performing an act of contrition equivalent to the act that began the curse.

Old Salt Statues of Power

XP Value

GP Value

Medic with Bag: 1,500	7,500
Old Captain with Pipe: 1,900	9,500
Old Salty with Raincoat: 800	4,000
Pirate Mate with Rapier: 900	4,500
Pirate with Pegleg: 1,400	7,000
Sails Boy with Rope: 900	4,500
Skipper with Hat: 1,000	5,000
Swabbie with Bucket: 700	3,500
Weaponsmaster: 850	8,500
Whaler with Harpoon: 800	4,000

War Captain's Companion

There are several different *old salt statues of power*. Each appears as a small statue of a sailor a foot or so tall. When the statue is rubbed and the command word (usually engraved on the bottom of the stand) is spoken, its power is activated.

If an *old salt statue of power* is broken or destroyed, it is forever ruined, all magic is lost, and it has no power. If it is slain in its human form, it merely reverts to statue form and can be used again at a later time. They can be used once per day, unless otherwise stated in the following text.

Medic with Bag: At a word, this statue grows to human size. It has AC 10, hp 8, and MV 12. The statue can *cure light wounds* five times a day, *cure serious wounds* twice a day, or *cure critical wounds* once a day. It cannot use more than one cure type in a single day. Alternately, the statue can *heal* once a week, but this power replaces all other curative powers of the statue for that week. The *old salt statue* can only be used to cure an individual once in a single 24-hour period, which means that all five *cure light wounds* cannot be spent on the same individual.

Old Captain with Pipe: Once a day, this statue can be activated to give the ship's captain unerring advice. The advice the statue gives is limited to directions toward an intended destination, or the advice on how to better attack an enemy ship. (When the latter advice is used, the ship gains a +1 bonus on all initiative and attack

5302

rolls for 1d4 rounds.) The statue has AC 4, hp 23, and MV 12. After use, it reverts to statue form, leaving behind a pleasant odor of beechwood pipe smoke.

Pirate with Peg Leg: When this statue is activated, all enemies aboard a ship must roll a save vs. spell or be forced to dance the pirate's jig for 1d6 rounds. During that time, all those who failed the save cannot fight. Those who make the save have their attack rolls penalized by -1. The statue has AC 10, hp 2, and MV 12. If destroyed, its magical effects on the opponents are immediately dispelled.

Pirate Mate with Rapier and Parrot: Once a day, this statue can be activated to fight with the ship's crew. The *pirate mate with rapier and parrot* can be used once a day. With an evilly aligned crew, the statue gains the following statistics:

Statue, Evil Crew: Int Average; AL LE; AC 6; MV 12; HD 6; hp 60; THAC0 15; #AT 3/2; Dmg 1d8+3; SA +3 on attack and damage rolls; SZ M (6' tall); ML 20; XP 650.

With a good or neutrally aligned crew the statue has the following statistics:

Statue, Good Crew: Int Average; AL LN or LG; AC 5; MV 12; HD 6; hp 60; THAC0 16; #AT 3/2; Dmg 1d8+2; SA +2 on attack and damage rolls; SZ M (6' tall); ML 20; XP 650.

Sails' Boy with Rope: This statue can be activated once a day for one hour each use. The *sails' boy* can increase the MC of a spelljamming ship (or even a normal sailing ship) by one class for that time. If killed while performing his duties, the *sails' boy* cannot be reactivated for one full week. Only one can be active on a ship at one time. It has AC 6, hp 12, and MV 12.

Old Salty with Raincoat: This statue of power has no human form. Instead, it divines the weather for the next 24 hours. (If the weather is being magically tampered with, the sailor's squinty eye glows and the divination will change to match the approaching weather.) When the weather is divined as being fair, the statue appears as a barechested sailor with short legged pants and no shoes.

If the weather is to be stormy and wet, the statue wears a raincoat. If the weather is cold or snowy, the statue wears a thick parka and tall, stout boots. This item is useful in the phlogiston as well, since it predicts the occasional eddies and high and low pressure cross-currents that resemble ocean storms. It operates constantly, and cannot be deactivated or fooled, save by magic.

Skipper with Hat: When this statue is active, it directs the motions of the ship by yelling (often obscene) commands to the helmsman. As a result the ship is able to perform faster than normal. The ship gains a +1 to its SR. The skipper can be used once a day for one hour at a time. If more than one *skipper with hat* is used on the ship at one time, the number of skippers equals the SR penalty the ship receives instead. With two *skippers with hat*, SR 6 turns into SR 4. This penalty arises from the skippers yelling different commands; thus confusing the crew. The statue has AC 2, hp 35, and MV 12.

Swabbie with Bucket: When activated, this statue will clean and polish every deck on the ship. The job takes one round per 5 square feet (keel length multiplied by beam width gives square footage). It continues its job until it either finishes, or until killed. It has AC 8, hp 12, and MV 9, and can be activated once a week.

Weaponsmaster: This statue takes the place of a whole weapon's crew. It can be activated for one hour every day, or until the human form is destroyed. This statue has AC 4; 6th-level fighters, hp 45; MV 12.

Whaler with Harpoon: When activated, this statue goes to the edge of the ship, armed with its harpoon and summons fish. Even in the phlogiston, the whaler can summon and spear 1d12 fish every day (each fish averages 1d20+20 inches long). Once the DM determines the number of fish that are caught, the *whaler* returns to statue form, and cannot be reactivated for 24 hours.

If a large aquatic creature (whale, sea serpent, kraaken, or the like) is attacking the ship, the *whaler* can, if not previously activated, fight during the encounter with a +2 bonus, inflicting double damage.

Roll	Statue Type
01-10	<i>Medic with Bag</i>
11-20	<i>Old Captain with Pipe</i>
21-30	<i>Old Salty with Raincoat</i>
31-40	<i>Pirate Mate with Rapier</i>
41-50	<i>Pirate with Pegleg</i>
51-60	<i>Sails' boy with Rope</i>
61-70	<i>Skipper with Hat</i>
71-80	<i>Swabbie with Bucket</i>
81-90	<i>Weaponsmaster</i>
91-00	<i>Whaler with Harpoon</i>

Scorpion Ward

XP Value: 250

GP Value: 1,250

The Glory of Rome

Romans greatly feared the power of wizards with the evil eye. One of the magical items used to protect against it was the *scorpion ward*. This is a small, hardened clay or metal statue of a scorpion

5312

of average workmanship. If one is placed just inside the doorway of a home and a short prayer said to the household gods, the magic of the statue protects the people who live in the house against the evil eye. Any residents of the household (including family members, servants, and slaves, but not guests) receive a +3 bonus to saving throws against the evil eye, as long as the *scorpion ward* remains in the doorway.

Singing

XP Value: 1,000

GP Value: 5,000

Dragons of Light

The *statue of singing* is a hollow statue of beaten gold, formed in the shape of Mishakal, the Healer. If water is poured into the hole at the top, the statue begins to hum a varied, peaceful tune. The statue has the following properties while singing: it acts as a *chime of opening* against any locked or held door; it prevents undead from approaching within 20 feet of its wielder; it *heals* 1d6 points of damage, once a day, on any person within 10 feet.

Singing II

XP Value: 3,750

GP Value:

Tales of the Lance

These hollow statues of gold were smithed into their form by the goddess Mishakal, the Healer. Each statue stands about 6 inches tall.

If water is poured into the hole at the statue's top, the statue begins to hum a peaceful tune. When the statue "sings," it acts as a *chime of opening* against any locked or held door, it prevents undead from approaching within 20 feet of the wielder, and it *heals* 1d6 points of damage to all people within 10 feet (including the wielder). This last power is usable only once a day. The duration of singing is 4d4 turns. If the water is prematurely spilled, the singing stops.

These statues were common in pre-Cataclysmic times. Now that the clergy of Mishakal have been restored, the *singing statues* have begun to reappear with increasing frequency.

Stone Horse

XP Value

GP Value

Courser: 2,000

12,000

Destrier: 3,000

15,000

DUNGEON MASTER Guide

Each of these items appears to be full-size, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings a steed to life, enabling it to carry a burden, and even to attack as if it were a war-horse. There are two sorts of mounts:

Courser: This *stone horse* travels at the same movement rate as a light horse (movement rate



24) and attacks as if it were a medium war-horse (three attacks for 1d6/1d6/1d3). It is Armor Class 3 and has 18 hit points. It saves vs. all applicable attack forms as if it were "Metal, hard."

Destrier: This *stone horse* travels at the same movement rate as a medium horse (movement rate 18) and attacks as if it were a heavy war-horse (three attacks for 1d8/1d8/1d3). It is Armor Class 1 and has 26 hit points. It saves vs. all applicable attack forms as if it were "Metal, hard."

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage inflicted can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse. If allowed to graze and rest, the animal heals its wounds at the rate of 1 point per day. When fully healed, it automatically reverts to magical form.

of Substitution

XP Value: 500

GP Value: 10,000

DRAGON Magazine 126

Upon close examination, this statue reveals a small cavity in its back. The statue is hollow and large enough to hold one pint of blood. In order to make the statue work, the character to carry or use it must pour one pint of blood into the statue, which magically seals when full. Once this bond has been created, the statue benefits the character using it as if using the *shukenja* spell *substitution*. The first 20 points of damage the character takes

in combat are absorbed by the statue, which disappears automatically when the limit is reached. The statue will benefit no one but the character whose blood it holds, and only one statue may be so used by a character at a time. If small amounts of blood from several characters are poured in, the statue will not give each of the characters limited benefits; it will, in fact, be worthless.

Xanthippe of Annoyance

XP Value: 700 **GP Value:** 3,500

The Book of Marvelous Magic

This item appears to be a tiny statue of a shrew. If one command word is spoken, it turns into a giant shrew but may then make a saving throw vs. spell. If the throw is successful, the shrew immediately flees at its maximum movement rate. If the saving throw fails, the shrew understands and obeys the user of the statue.

If touched and a second command word spoken, the shrew returns to statue form. Otherwise, a *dispel magic* spell is needed to return the creature to its normal inanimate state; *remove curse* does not affect it.

A third command word turns the statue into an ethereal being resembling a human female. This being is immune to all attacks and has no attack forms itself. When created, however, it immediately begins loudly criticizing the user; all with 60 feet understand the words. This speech can continue for any duration but the being returns to statue form on command of the user or if *dispel magic* is applied.

Stick of Standing

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 30

The *sticks of standing* were developed to support Orlow's tomato plants. These are 1/4-inch-thick, 2-foot-long pieces of wood. When placed perpendicular to any horizontal surface they remain standing unless moved by a living creature.

Stirrups of Horsemanship

XP Value: 2,500 **GP Value:** 12,500

DRAGON Magazine 126

When fitted on a horse, these stirrups give any character who rides that animal the same skills in riding that he or she would have with the horsemanship proficiency (this applies to riding skill, leaping onto the animal, using two-handed weapons on horseback while guiding the animal with the legs alone, and so on). The stirrups may be used on any horse or horselike animal (ki-rin, unicorn, or the like), and must be attached to the saddle trappings if they are to work properly. No additional bonus is given to characters who already have the horsemanship proficiency.

Stocking

Stockings are long, tight-fitting garments that are often worn in place of socks. Stockings protect the whole leg, where socks only keep the calf and feet warm. Some cultures frown upon men's stockings, however, frigid climates generally prompt everyone to wear stockings, especially in cultures where trousers haven't been invented.

of Elf Summoning

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 23

This plain, long stocking is typical of the type of socks worn by peasants. When hung by a chimney and the command word is spoken, a fat, 10th-level elf will appear by descending through the chimney, wearing a bright red and white fur outfit. The elf will assist the user for up to one hour, and then vanish. The stocking functions once a year.

of Mystery

XP Value: 400 **GP Value:** 2,000

POLYHEDRON Newszine 23

This stocking is useful when pulled over the head. The user then becomes completely unrecognizable, even by close friends. The stocking functions once a day, for up to three turns per use.

Stone

Magical stones are generally polished to a brilliant shine. See **Gem** and **Rock** for additional magical possibilities.

Roll	Stone Type
01-25	Ornamental Stone
26-50	Semiprecious Stone
51-75	Fancy Stone
76-00	Hardstone
Roll	Ornamental Stone Type
01-03	Agni Mani
04-05	Algae
06-08	Angelite
09-11	Bluestone
12-13	Chrysocolla
14-16	Corstal
17-18	Crown of Silver
19-21	Disthene
22-24	Epidote
25-26	Fire Agate
27-29	Fluorspar
30-32	Frost Agate
33-34	Goldline
35-37	Greenstone
38-39	Hyaline
40-42	Lynx Eye

43-45	Mocrocline
46-47	Nelvine
48-50	Nune
51-53	Oolite
54-55	Ophealine
56-58	Rosaline
59-61	Sagenite
62-63	Sanidine
64-66	Sarbasso
67-68	Satin Spar
69-71	Sharpstone
72-74	Sheen
75-76	Silkstone
77-79	Snowflake Obsidian
80-82	Sunstone
83-84	Thurarlial
85-87	Variscite
88-89	Violane
90-92	Webstone
93-95	Wonderstone
96-97	Woodtine
98-00	Zarbrina

Roll Semiprecious Stone Type

01-04	Alestone
05-07	Andar
08-11	Aventurine
12-14	Boakhar
15-18	Cleiophane
19-21	Datchas
22-25	Dioptase
26-29	Gold Sheen
30-32	Hambergyle
33-36	Hydrophane
37-39	Hypersthene
40-43	Iol
44-46	Irtios
47-50	Luriyl
51-54	Malacopn
55-57	Meliochrysos
58-61	Mykaro
62-64	Mynteer
65-68	Orprase
69-71	Phenalope
72-75	Rainbow Obsidian
76-79	Samarshite
80-82	Serpentine
83-86	Skydrop
87-90	Spodumene
91-93	Tabasheer
94-96	Tchazar
97-00	Witherite

Roll Fancy Stone Type

01-05	Angel Skin
06-09	Brandeen
10-14	Euclase
15-18	Flamedance

19-23	Heliodor
24-27	Horn Coral
28-32	Jargoon
33-36	Kornerupine
37-41	Laeral's Tears
42-45	Octel
46-50	Orbaline
51-55	Raindrop
56-59	Rusteen
60-64	Scapra
65-68	Shandon
69-73	Sinhalite
74-77	Sphene
78-82	Star Siopside
83-86	Tremair
87-91	Ulvaen
92-95	Waterstar
96-00	Ziose

Roll Hardstone Type

01-06	Alabaster
07-11	Archon
12-17	Hornbill Ivory
18-22	Iris Agate
23-28	Ivory
29-33	Lumachella
34-39	Luspeel
40-44	Marble
45-50	Meerschbaum
51-56	Pipestone
57-61	Psaedros
62-67	Serpentine Stone
68-72	Soapstone
73-78	Star Metal
79-83	Sulabra
84-89	Tempskya
90-94	Turritella
95-00	Xylopal

Beauregard's Beautiful Bauble

XP Value: 600

GP Value: 3,000

POLYHEDRON Magazine 57

This small stone looks very much like a robin's egg and will radiate a faint aura if *detect magic* is used. The bauble has the power to release a calming effect on all who look at it. Anyone viewing the bauble must make a saving throw vs. charm; those who are successful hear soft music and believe that the bauble is one of the most beautiful things they have ever seen. Those who fail the saving throw are instantly calmed, at peace with themselves and their surroundings. When placed in the hands of someone who is angry or afraid—even one who is magically enchanted to be angry or afraid—the person becomes calm and happy and any enchantment of anger or fear is instantly negated.

Bimbomushi

XP Value: 3,000

GP Value: 20,000

DRAGON Magazine 40

These come in two imitative forms, either similar to magical gems or to other magical stones (lode-stone, earth elementals, and the like). When carried on a person in battle with a creature of more Hit Dice (in a mixed group, if any one of the enemy has more Hit Dice) than the carrier, the *bimbomushi* acts as a *ring of protection* -3 for its carrier as long as he or she is conscious and in active battle..

Bloodstone of Fistandantilus

XP Value: 15,000

GP Value: 75,000

Tales of the Lance

Legends state that no one can possess the *bloodstone of Fistandantilus*; one is possessed by it; such is the *bloodstone's* power—such is evil. Even if the artifact itself does not turn the user mad, it offers prizes that just might—a new body, a new mind, and immortality. In mortal combat, Raistlin wrested this artifact from Fistandantilus. Some say the *bloodstone* wanted Raistlin to win, some say it drove him mad.

The *bloodstone* has survived from the early days of magic, crafted from the blood-speckled jasper found at the Ravaged Heart valley of the Khalkist Mountains. A 3-inch-long, teardrop-shaped gem, the *bloodstone* takes its name from the scarlet speckles that run through it. The gem rests in a plain silver setting that is worn about the neck on a silver chain.

Once a day, the wearer can speak a command word to cause the *bloodstone* to cure 2d8+1 points of damage to himself. The stone cannot cure systemic damage as caused by poison or petrification.

A separate command word causes the *bloodstone* to activate in the following round, attacking anyone in a 40-foot radius. When successfully used, the *bloodstone* dislodges the victim's spirit and transfers the wizard's spirit into the victim's body. Use of the *bloodstone* in this fashion automatically shifts the character one full alignment toward evil (good becomes neutral, neutral becomes evil and so on). In the round after the second command word is spoken, both victim and wielder roll a saving throw vs. spell with the following results:

- If both fail, each loses 1d10+5 hit points. The victim can make one attack. The wizard can elect to receive the attack, hoping to use the *bloodstone* again in the next round, or may break concentration and try to avoid the attack.
- If both save, the victim's spirit is firmly entrenched and has battled back the attack.



Both roll again.

- If the victim saves and the wizard fails, the wizard suffers 1d10+5 points of damage and cannot perform an action in the next round. The victim takes a free action that round.
- If the wizard saves and the victim fails, the victim's spirit dislodges and departs to the gods. The wizard's spirit inhabits the emptied body and his old body crumbles to dust. The wizard all former ability scores (Str, Dex, Con, and so forth) except where the victim's scores are higher. For such abilities, the wizard's scores increase to match those of the victim. If the victim exceeded the wizard in level, the wizard attains the higher level, gaining the experience points and powers of the new level.

Chardalyn

XP Value: 4,000

GP Value: 20,000

Volo's Guide to the North

These rare, black stones are found only in the northern Sword Coast area of Faerûn. They occur naturally, and are not a specially enchanted stone. Each stone can naturally entrap a single spell cast into it, releasing the magic for its usual spell effects later, when the stone is shattered.

If a *chardalyn* is hurled at an enemy and breaks, it could become the focal point of a fireball cast into it years earlier. A *chardalyn* can only absorb one spell. Once it is "full," other

5325

magic has no effect on it.

These stones always absorb spells cast deliberately into them. They can also absorb incoming spells on a roll of 7 or less on 1d12. This is useful when the incoming spell is hostile and directed at the stonebearer. *Chardalyn* can take in lightning bolts and fireball flames that have already manifested (preventing any damage from them from occurring), but the bearer of a stone can't choose when this power will or won't work. (Once again, it only has the potential to work if the *chardalyn* is not already holding a spell.) Several veteran Riders of Nesmé wear rings of fire resistance coupled with shields studded with *chardalyns* that hold fireball spells into battle. A foe who shatters a *chardalyn* with a weapon blow suffers immediate damage from the exploding flames.

of Cold Immunity

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 23

No command word is needed for this rare item. It automatically absorbs cold damage that could otherwise affect the bearer. All cold damage is reduced to 1 point per die, and the bearer may make appropriate saving throws to take damage equal to half of the reduced figure. The stone of cold immunity functions for 1d6+6 months (regardless of the amount of cold absorbed) before becoming nonmagical. This item cannot be constructed or recharged. It is a disposable body part from a very rare creature (the *sotyuch*).

of Continual Light

XP Value: 300 **GP Value:** 1,500

Talons of Night

These normal stones are enchanted with the *continual light* spell. Generally they are attached to the walls of dungeons or castles in order to light the hallways.

of Controlling Earth Elementals

XP Value: 1,500 **GP Value:** 12,500

DUNGEON MASTER Guide

A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a single command word, and an earth elemental of 12 HD will come to the summoner if earth is available, an 8-HD elemental if rough, unhewn stone is the summoning medium. (An earth elemental cannot be summoned from worked stone, but one can be called out of mud, clay, or even sand—although one from sand is an 8-HD monster.) The area of summoning for an earth elemental must be at least 4-foot square and have 4 cubic yards of volume. The elemental appears in 1d4 rounds. For detailed

information about elementals and their control see the *Monstrous Manual* accessory. The stone can be used to summon one elemental a day.

In Ravenloft: The elemental can only return to its native plane through one of Ravenloft's rare exits. If it somehow gains its freedom, it attacks the summoner.

Coruskian

XP Value: 1,500 **GP Value:** 8,000

GREYHAWK Adventures

Set in a golden necklace, this green stone was enchanted by a Nyronese spellcaster who sought to control the griffons of the Coruskian Mountains. Though the magical item worked well, the wizard overlooked his inability to ride airborne creatures, and he met his doom at the bottom of a deep and jagged chasm. Since then, the stone has been used by the nomads and tribesmen who happen to find it.

The stone gives its owner the ability to *charm griffons* (saving throw applicable) once a day. *Charmed griffons* will allow the charmer and all allies to ride them. Airborne riding maneuvers that do not require a proficiency check can be accomplished using land-based riding techniques, but airborne maneuvers that require a check automatically fail if the rider has no proficiency in airborne riding. If the wearer rides a griffon into combat, the chances of breaking the spell are doubled (check before the battle).

Cursed Well

XP Value: — **GP Value:** 1,000

DRAGON Magazine 145

In appearance, this stone looks exactly like a *stone of the well*. A *cursed well stone*, though, causes any well into which it is placed to dry up immediately; likewise, all wells within a one-mile radius of a *cursed well stone* also dry up immediately. This item counters a *stone of the well*, and no new well dug in the area of effect of a *cursed well stone* will yield water, even if the ground is saturated. Once activated, an *exorcism* or *remove curse* is required to be rid of this malefic stone's influence.

Dream

XP Value: 1,000 **GP Value:** 5,000

In Search of Dragons

Dream stones are golden pebbles that reveal actual or possible events in the future. Eons ago, the gods of neutrality presented the bag of *dream stones* to the primitive Lor-Tai tribe. Lor-Tai leaders use the stones to help predict natural disasters and to forecast the year's harvest.

Each *dream stone* is etched with from 1 to 3 symbols of a moon at high sanction. When the

number of symbols on a *dream stone* is the same as the number of high sanction moons in the sky, a dream is revealed, but only if the owner sleeps through the night with the stone beneath his or her head. Each *dream stone* can be used once.

The *dream stones* can be useful tools for providing the PCs with information, clues, and warnings. They can also be helpful in getting stalled PCs back on the track. However, the dreams are not necessarily accurate, nor are they always easy to interpret.

To receive a dream, the PC must sleep with the *dream stone* under his or her head for at least six uninterrupted hours. The symbols on the *dream stone* must match exactly with the moons in the sky. For instance, if a particular *dream stone* shows two moons in full sanction and there are three moons in full sanction, no dream cream will occur.

The dreams are visions of events that may occur in the future. A dream is experienced as a series of flickering images; the end of one image dissolves into the beginning of the next. Unless the DM is using the *dream stones* to feed specific information to particularly incompetent or unlucky PCs, the images should be vague and indefinite. It makes for a more interesting adventure if you can tie these dreams into the personalities of the PCs.

of Everburning

XP Value: 500

GP Value: 2,500

Old Empires

This stone is unremarkable, except that it radiates searing heat at all times. If a *stone of everburning* contacts exposed flesh, it inflicts 1d3 points of damage for each round of contact. The stone's most remarkable property is its longevity; some have stayed hot more than 3,000 years, even when continuously immersed in water. These items are used in the steam engines of Mulhorand.

Finder's

XP Value: 3,500

GP Value: 17,500

1992 Fantasy Collector Card 409

This artifact was destroyed in the final battle against the evil god Moander. By holding this unique magical item and concentrating, any person could get it to emit a *beacon of light* indicating the quickest path to any object. Any member of the Wyvernspur family could: peer into the stone to *read knowledge* stored within; cause the stone to cast an *illusion* of the bard Finder Wyvernspur, singing any of his songs; use the stone as a rechargeable wand, holding many spells, including *detect magic*, *continual light*, *dispel magic*, *fly*, *tongues* (permanent), and *teleport*.

Glowstone

XP Value: 1,400

GP Value: 7,000

Dwarves Deep

These famous "gems" are synthetic crystals. Clear, faceted, and oval, and as long as a man's hand, *glowstones* bloom with a continuous, heatless white radiance equal to a *continual light* spell. The radiance cannot be dimmed by magical *darkness*, *dispel magic*, or other means, with the exception of draining the stone of all power. When power is being drained from a *glowstone*, it pulses and flickers.

Glowstones are used to power all magical items requiring charges. A *glowstone* that is brought into contact with an item sticks to it. This is an attraction akin to magnetism, which can be broken by a strong pull, but not by accidental contact. Once attached to another magical item, the *glowstone* begins to recharge the item, restoring one charge per full turn of continuous contact. If the item is used during this time, it loses no charges, the required magical energy being drawn from the *glowstone* in addition to the recharging energy being released.

Magical items which do not use charges but which can normally be used only a limited number of times in a set period gain one additional use (of each power or function) after they are exhausted. They must be touched to a *glowstone* for five continuous rounds. This boost cannot be fed into an item before a given power is exhausted, storing the energy for later use.

In addition, dwarf priests can release the power of a *glowstone* which they are touching by means of a special spell, *glowglory*. This potent magic allows them to unleash beams of power from a *glowstone*, as weapons or tools. A beam of power is a cutting beam of radiant force that cuts stone, wood, and flesh alike—doing an automatic 6 points of structural damage per round to the former two objects, and does 6d6 points of damage per contact to living things. For more information on beams of power, please refer to the spell *glowglory*.

Unleashing a beam of power from a *glowstone* drains it of 20 charges per round. Charging an item from a *glowstone* drains however many charges are transferred to the item, at the rate given above. Boosts for chargeless items cost seven charges each.

Glowstones have 1,000 charges when made, and can never be recharged, but charges can be transferred from one *glowstone* to another. A little-known side benefit of this last practice: any being holding two *glowstones* together and willing one to give the other energy experiences the energy flow through his or her body. It does not heal damage, but does burn away poisons, dis-

5334



eases, parasitic infestations, and embedded foreign materials, purifying the body.

To destroy a *glowstone*, one must strike it with a *disintegration* spell or magical effect, or deal it physical or magical damage (or a combination of the two types) totaling more than 66 points in one round (cumulative totals are ignored). Even when *disintegrated*, a *glowstone* explodes in a violent blast dealing 1d10 points of damage per charge it had left, to all creatures within 70 feet (save for half damage, allowed only if at least 25 feet distant from the stone). *Glowstones* that are entirely drained do not explode. Their light simply fades silently, and then they crumble away to dust.

of Good Luck

XP Value: 3,000

GP Value: 25,000

DUNGEON MASTER Guide

The *luckstone*, a magical stone, is typically a bit of rough polished agate or similar mineral. Its possessor gains a +1 (+5% where applicable) on all dice rolls involving factors such as saving, slipping, or dodging—whenever dice are rolled to find whether the character suffers from some adverse happening. This luck does not affect attack and damage rolls or spell failure dice. Additionally, the *luckstone* gives the possessor a $\pm 1\%$ to $\pm 10\%$ (at owner's option) on rolls for determination of magical items or division of treasure. The most favorable results will always be gained with a *stone of good luck*.

of Gul and Thiondar

XP Value: 10,000

GP Value: 75,000

DUNGEON Magazine 30

In the distant past, long before the rise of man and the creation of dwarves and gnomes, giants ruled the surface of the continent and worshiped many deities. One of the giants' deities, a young and rash demigod named Gul, provoked the terrible wars that fragmented the giants into separate races and created the mutant ettins, cyclops, and fomorians. As punishment for his terrible deed, the deities of the giants stripped Gul of most of his powers and imprisoned his essence forever in a 2,500 lb. ruby. Unwilling to destroy another immortal being, the gods of the giants deposited this prison in the heart of a mountain and tried to forget about Gul. Near the mountain, the gods raised a temple to commemorate their deed and to warn mortals to beware the terrible Gul.

The *stone of Gul* is a relic of awesome and formidable power. Designed especially for its immortal prisoner, who was once a deity of flame and travel, the stone drains the magical and spiritual abilities from Gul and shunts them into the nearby environment. The stone drains Gul's most powerful immortal powers, using them to teleport a nearby river in an endless loop and to heat a nearby valley.

Millennia passed, and the climate of the mountain range gradually became colder, except for the valley warmed by the stone. When the Ch'thar discovered the valley, King Thiondar found an opening at the base of the tallest mountain at the south of the valley. Intrigued, he descended beneath the mountain and discovered the *stone of Gul*.

As the king (a powerful wizard) studied and tested the relic, he fell into its power and became insane. Thiondar emerged from the mountain a week later to tell his worried subjects that the Ch'thar would be settling in the valley. He ordered the Ch'thar to build a town, while he returned to guard what he now considered his relic.

It was plain to all of the elves that something had befallen their leader. Lioshand, the king's champion, followed the king into the mountain and witnessed Thiondar meditating in the presence of a huge glowing ruby. Lioshand confronted the king about the relic, whereupon Thiondar, deranged by the power of the stone, accused him of treason and slew him with magic. The king emerged from the mountain to denounce his faithless subjects and to pronounce a horrible curse on Lioshand's soul. Thiondar repeated his order for the Ch'thar to build a town, and again returned to the mountain to guard the relic.

5336

As soon as Thiondar left, the Ch'thar began to argue bitterly among themselves. They speculated about what Thiondar had found under the mountain, which was soon named King's Mountain by the elves. Many despised the king's actions, for they knew that Lioshand had always protected the king and acted out of concern for Thiondar's safety. Even more hated the environment of the valley, which was filled with a dark rain forest and populated with great reptiles.

The dissenters—nearly a thousand strong—left the valley and called themselves the gray elves. Ashamed for their king's unjust behavior, their own weakness, and their cowardly escape, the gray elves never documented what happened in the valley and retain their somber name to this day.

A few hundred of the Ch'thar remained in the valley, some out of loyalty, some out of fear. Inspired by the divine intelligence in the stone, Thiondar devised two *wards* to prevent interruption from the outside world. As the centuries passed and Thiondar's insanity developed, he ordered all of the Ch'thar to settle inside King's Mountain.

Thiondar began experimenting with the powers of the stone, and in doing so diverted energy from the relic's original tasks. As a result, the valley became too cold to support a rain forest. As the millennia passed, the swampy valley dried up and all the water settled in a lake at the foot of King's Mountain. Time soon eroded the Ch'thar's abandoned buildings in the valley, and the entrance to the caverns under King's Mountain became partially flooded with water from the lake.

If a spellcaster spends but eight hours meditating in the presence of the stone, he or she can learn how to invoke some of its powers at the 20th level of ability: *fireball* (three times a day), *fire charm* (once a day), *levitate* (at will), *dimension door* (once a week), *control weather* (once a week), and *earthquake* (once a week). Spending one day pondering the mystical energies of the stone permanently raises a spellcaster's Intelligence by 1 point due to the close contact with a work of divine genius.

In addition, the stone has the ability to inspire a spellcaster to create a new work of magic. For every day spent in meditation in front of the stone, there is a 1% cumulative chance that the spellcaster will be imparted with a burst of genius and understand all the steps to manufacture a magical item or research a spell. If the character is inspired, roll percentile dice and consult the following table:



Roll	Inspiration
01-36	Spell
37-45	Ring
46-50	Rod
51-60	Staff
61-70	Wand
71-90	Miscellaneous magical item
91-95	Miscellaneous magical weapon
96-00	Armor

The specific item or spell can be determined by using the spell tables in the *PHB* or the magical item tables in the *DMG*, or the magical generation tables in this back of this volume. An inspiration will result in a 100% chance of success and one-fourth the time and expense required in research for the particular item or spell. However, the knowledge gained by the inspiration lasts for only as many months as the spellcaster has points of Intelligence, and a recipient cannot be visited by more than one inspiration at a time. If the inspiration is not or cannot be immediately acted upon (perhaps because the spellcaster receives inspiration for a spell beyond his ability), the spellcaster will never be able to enchant the item or research the spell, no matter how much time and effort are expended. Furthermore, the inspiration is a gut feeling, a hunch, an indescribable instinct to complete the item or spell. It cannot be translated into words and can never be written down.

Hampering with divine insight has its dangers. For every day spent meditating in front of the stone, there is a 5% cumulative chance that the spellcaster will be afflicted with one of three major forms of permanent insanity. If the PC fails a Wisdom check, roll percentile dice and consult the following table:

Roll	Insanity Result
01-40	Delusional Insanity: The character becomes utterly convinced that he is the demigod Gul and will be violently upset if any mortals around him do not recognize his divine status. The PC will otherwise act in a normal manner.
41-90	Split Personality: The character develops an additional personality that is chaotic evil. Every day, there is a 1-in-6 chance of the personality emerging; this chance becomes 1-in-6 per round in stressful situations (like combat). The new personality makes up a new name for itself but retains the old personality's abilities. It is perfectly aware of its other self and despises it but will not commit suicide.
91-100	Feeblemind: The character behaves as if he or she were the victim of the 5th-level wizard spell.

A character can be afflicted with but one form of insanity; the condition can be reversed only by a *wish* or *restoration* spell cast at the 20th level.

Finally, the relic seeks its own preservation at any price. Once a character has been granted a point of Intelligence by the stone, he or she becomes extremely protective of the relic and desires to spend all of his available time in its presence. The stone's new guardian will attempt to destroy anyone that is perceived as wanting to harm the stone, and will allow no one to approach it.

Since effective protectors are hard to find, the stone has the ability to halt its guardian's aging (and all need for nourishment and rest). Should the protector be separated from the stone (by more than a mile) for over a day, the character returns to his normal physical age and starved condition. After 10-40 years have passed in the service of the stone, the protector becomes increasingly paranoid and forgets his previous name, instead referring to himself as "The Keeper."

Honing

XP Value: 500 GP Value: 5,000

POLYHEDRON Newszine 82

This magical item appears to be a normal stone, but it will glow faintly green if a *detect magic*

spell is cast. If a sword or other edged weapon is rubbed against the stone, the weapon permanently gains or loses one plus. Consult the table below. Each stone has 2d4 charges when found. Sharpening a weapon expends one charge.

Weapon Bonus	Percentage chance to:	
	Increase Bonus by 1	Decrease Bonus by 1
0	01-90	91-00
+1	01-70	71-00
+2	01-60	61-00
+3	01-40	41-00
+4	01-30	31-00
+5	01-10	11-00

Myste's Stone of Mixed Luck

XP Value: 2,500 GP Value: 12,500

1992 Fantasy Collector Card 132

This stone gives Myste good luck 85% of the time on all die rolls involving saving, slipping and dodging. Myste gains a +1 (or +5%, when applicable) bonus to her rolls. This does not include attack or damage rolls or spell-failure chances. However, 15% of the time, the stone causes Myste to automatically suffer a failure to those rolls, with the most disastrous effects possible. Thus far, Myste has only had to endure some rather comical, embarrassing, and annoying gaffes.

of Mysterious Sounds

XP Value: 500 GP Value: 5,000

DRAGON Magazine 99

This stone appears to be similar to any other magical stone, though it is malleable and can be easily grasped and reshaped. The stone cannot be pulled apart into smaller stones, and it has only limited elasticity. Each stone weighs 5 pounds.

This stone may be thrown up to 30 feet. If the character's Strength is 15 or greater, the stone sticks to whatever (nonliving) surface it strikes (attack rolls are against AC 6). The stone remains stuck until pulled off (which doesn't require a Strength roll). Beginning the next round after it sticks to a surface, the stone emits one of a number of different sounds. The stone broadcasts this sound until it is pulled free of the surface to which it is stuck.

A character may also fit the stone onto a solid surface (requiring a Strength of 15 or better, but no attack roll), then strike it with a heavy, blunt object to start the sound production (again, no attack roll).

The stone of mysterious sounds is useful for distracting and deterring opponents from pursuit, to allow the characters to escape or gain time for other actions. Each time the stone is activated, a

5339

roll must be made on the following table to determine what sound it produces.

Roll	Noise produced
01-04	creaking
05-08	buzzing bees
09-12	groaning*
13-16	footsteps
17-20	ocean waves on
21-24	stones grinding
25-28	laughter*
29-32	coughing*
33-36	sneezing*
37-40	muted whispering*
41-44	whip cracks
45-48	fingers snapping
49-52	mumbled chanting*
53-56	screaming*
57-60	animal growling
61-64	birds chirping
65-68	horns (musical)
69-72	steady rain beach
73-76	wind chimes
77-80	fighting (swords clashing, shouts, etc.)*
81-84	speech**
85-88	whistling*
89-92	chains rattling
93-96	crying*
97-00	wind blowing

* The race of the person making the sound cannot be determined, and no intelligible speech can be discerned.

** The race of the person speaking can be determined using the **Random Languages Table** in the *DMG*. The content of the speech may be determined by the DM as desired.

Nanorion

XP Value: 11,000 **GP Value:** 55,000

Gods, Demigods, & Heroes

These stones are mainly found in the hearts of fiends—in fact they are fiends' hearts. Their function is to awaken sleepers no matter what the cause of slumber, or raise the dead regardless of when death occurred.

Oval Stone of Tzolo's Guardian

XP Value: 4,000 **GP Value:** 20,000

DUNGEON Magazine 37

The *oval stone of Tzolo's guardian* is a magical stone connected to a stone-shaped chain that allows its user to wear it like a necklace. Possession of this item allows the ability to cast a *sink* spell once a week and a *wall of stone* spell twice a day.

Philosopher's

XP Value: 1,000

GP Value: 10,000

DRAGON Magazine 2

The *philosopher's stone* looks exactly like the *luckstone* and *loadstone*, but is valuable only in the hands of an alchemist. The stone contains 2d4 charges. One charge may be used to add 20% to a research roll or to *transmute* 10 pounds of lead into gold or silver (50% chance of each). In addition, while the stone has any charges left, the alchemist may use it to *cure disease* once per day without the use of a charge. The alchemist may not contract a disease while he carries the stone on his person. As the stone is immune to heat (even dragon breath), it may be tested by throwing it into a vat of molten lead (which would, of course, destroy a *luckstone*). The stone *disintegrates* when the last charge is used.

Philosopher's II

XP Value: 2,000

GP Value: 10,000

Unearthed Arcana

This is a rare and magical substance that appears to be an ordinary, rather blackish, sooty piece of rock. It radiates a faint dweomer of indeterminate sort. If the stone is broken open, a geode cavity will be discovered. The interior of this cavity is lined with a quicksilver that will enable the transmutation of the base metals, iron and lead, into silver and gold. Either an alchemist or a wizard is required to effect such transmutation, however. From 50 to 500 pounds of iron can be made into silver, or from 10 to 100 pounds of lead can be turned into gold from a single *philosopher's stone*. Transmutation must be made fully upon the first attempt, all the quicksilver being employed at one time. Better still, there are two additional substances possible within such a stone. The first is a greenish, crystalline salt that allows the manufacture of 1d4 *potions of longevity*; this substance has a 75% chance of occurring inside a given stone. The second is a pure white powder that, when mixed with a *potion of longevity*, can actually restore life to a dead human or demihuman if administered internally within one week of his or her demise (see the *raise dead* spell). There is a 25% chance that the white powder occurs. Note that the experience point value and gold piece sale value apply only to an unopened stone.

of Sampling

XP Value: 1,200

GP Value: 6,000

POLYHEDRON Newszine 61

The stone allows the owner to record up to fifty 20-second pieces of speech or music. These "samples" can be recalled mentally by the owner of the stone at any time with no effort, and the

5344

samples will remain in the stone until erased by the owner of the stone. The stone is green and smooth, and glows when replaying samples.

of Shielding

XP Value: 100

GP Value: 500

The Ruins of Undermountain

This single-use item is a spherical white stone about an inch in diameter. When crushed, it activates its power, and can thus be unintentionally activated by a fall or attack. A *stone of shielding* causes a sparkling, winking aura to spring into being around the creature who crushed it. This aura lasts for three rounds, boosting the Armor Class of the affected being by a -6 bonus on the first round, a -3 on the second round, and -1 on the third round, during which it flickers before finally winking out. Therefore, a wizard of AC 6 crushes a *stone of shielding* and gains an Armor Class of 0 the next round. This reduces to AC 3 at the end of the following round, and AC 5 after that.

of Silence

XP Value

GP Value

Khelben's: 1,200

6,000

Normal: 1,000

5,000

The Ruins of Undermountain

This is a hand-size stone with the spell *silence* 15' radius cast on it. Ten percent of these stones carry a *Khelben's suspended silence* spell.

Spongestone

XP Value

GP Value

1 cubic foot: 2,000

15,000

2 cubic feet: 4,000

30,000

3 cubic feet: 6,000

45,000

DRAGON Magazine 48

In its "dry" state, a *spongestone* is a chunk of stone that is rigid, quite porous, and relatively light in weight compared to an ordinary piece of stone. This substance has the ability to absorb water from any solid or liquid substance with which it is placed in contact. Each *spongestone* can absorb a volume of water equal to 30 times the volume of the stone itself—a *spongestone* with a volume of 1 cubic foot will soak up 30 cubic feet of water before becoming saturated. A dry stone will automatically soak up its capacity in water in the space of three rounds, assuming that a sufficiently large source of water is at hand. When dry, a *spongestone* is light brown in color. When it is filled with water to one-third of its capacity, it becomes a darker brown. At two-thirds of capacity, the stone turns light blue, and when it is filled to the maximum, the stone assumes a deep blue color. (This property makes a *spongestone* quite conspicuous in certain circumstances, such as when it is found on the bot-

tom of a body of water.) A *spongestone* is not "softened" by the absorption of water, such as an actual sponge would be; it retains its rigidity no matter how much water it contains. Any *spongestone* which is saturated to capacity can be forced to release its stored-up water by the utterance of a command word. Water that is released in such a manner will drain out of the stone twice as fast as it was absorbed, so that 1½ rounds after being commanded, a *spongestone* will be dry and the water it contained will have drained into a receptacle or onto the ground. A stone which has just released all its water will not be able to begin absorbing water again for one round; at the end of that time, the stone will begin to reabsorb the water it had just released, if it has not yet been removed from the water.

A *spongestone* which has absorbed water up to its capacity can be transported without danger to the bearer. However, a dry or partially filled stone will draw water from the body of a character or creature who touches it without the benefit of clothing or armor or some other protection which acts as a barrier to absorption. Anyone who comes into contact with the stone against an unprotected body part will take 1d6+4 points of damage per round due to dehydration, risking unconsciousness and death if the contact with the stone is not broken in time.

A *spongestone* will absorb pure water, filtering out all impurities and pollutants, so that the water which is released is equally pure and may be safely consumed. A *spongestone* of relatively large size may be cleaved in half by a blow from any magical edged weapon, as long as the original stone was at least ½ cubic foot in volume. However, each time such a cutting is attempted, there is a 50% chance that one of the resulting halves will lose its magical properties, a 25% chance that both halves will be rendered useless, and a 25% chance that both halves will be unaffected.

Roll Effect of Cutting

01-50	One half loses its magical properties.
51-75	Both halves lose their magical properties.
76-00	Both halves retain their magical properties.

Travel

XP Value: 400

GP Value: 2,000

DUNGEON Magazine 31

Centuries ago, a race of psionicists, known in legend as the Mystics, experimented with modes of teleportation and dimensional travel. They wanted to create a mode of travel usable by all Mystics, regardless of their psionic talents, and their first experimental teleportation devices

5348

were called *travel stones*.

The most powerful Mystics worked together to empower the stones, but the stones had limiting and catastrophic flaws. First of all, travel from stone to stone was made possible only by opening entry and exit gates on the Quasielemental Plane of Vacuum (otherwise known as the Void). Initially, both the entry and exit gates were practically superimposed, and one could travel between gates with little or no physical discomfort. However, over time the entry and exit gates in the Void began to drift apart. As decades passed, those who used the stones found themselves spending more and more time in the Void between gates. The power of the stones is enough to partially shield travelers from the intense cold (absolute 0(DG)) and the absence of atmospheric pressure in the Void, but as the distance between the gates increased, even shielded travelers fell subject to dangerous side effects.

Finally, the use of these gates attracted the attention of some of the Void's inhabitants. The longer the gates were kept open, the more likely it became that a shadow or a group of shadows would step through the portals and enter the Prime Material Plane. By the time the Mystics discovered the flaw in their creations and started dismantling the stones, it was already too late. Many shadows were already on the rampage near the Mystics' cities and were multiplying too quickly in some areas to be controlled.

The Mystics were forced to abandon some of their settlements because of the shadows. Where the Mystics finally settled remains a mystery; none remain on the worlds where stones still exist (the Mystics considered those worlds unsafe). In time, the Mystics and the use of the stones were forgotten. Today in Silver Rise, what was once a *travel stone* is now remembered as The Travel Stone, a shrine of good luck for travelers on the north road leading out of the village.

If the sole power of the stones was simply to open gates, then their history would have ended long ago once their use was forgotten. However, the Stones also have the ability to temporarily endow psionic powers on strong-willed human and demihuman minds. Characters and NPCs of 1st or higher level will be endowed with wild-talent psionic power after spending one month within two miles of the stone, or immediately after passing through its gate. This is what happened to Lenchros, Ardy, and Dame Moore, who have kept their talents a closely guarded secret for many years. Born and raised in Silver Rise, the three went their separate ways but returned to their home town—and soon developed psionic powers.



Travel Stone Wild Powers: Entries in this table use the following format (page references are to *The Complete Psionics Handbook*): **Name of power** (CPH page reference) **PS** = Power Score; **SS** = Starting Strength (in PSPs); **IC** = Initial Cost (in PSPs); **MC** = Maintenance Cost (in PSPs over time); **R** = Range; **Prep** = Preparation Time (in rounds); **A/E** = Area of Effect.

d100

Roll Powers

- 01-08 **All-Round Vision** (page 33): **PS** Wis -3; **SS** 22; **IC** 6; **MC** 4/round; **R** 0; **Prep** 0; **A/E** personal. The PC effectively sees in all directions at once; no one can sneak up without using magic or concealment, but there is a -4 penalty on gaze attacks.
- 09-12 **Clairaudience** (page 30): **PS** Wis -3; **SS** 22; **IC** 6; **MC** 4/round; **R** unlimited; **Prep** 0; **A/E** special. A PC can hear sounds from distant location by mentally picking a spot from which "hear," then covering his or her ears and concentrating. Anything can be heard that would normally be heard while standing in that spot. The more distant the image, the harder it is to use this power; selecting listening spots up to 100 yards from the psionic character may be done normally, but selecting a listening spot

5348

- farther away places a power-score modifier on the use of this power (up to 1,000 yards, -2; up to 10 miles, -4; up to 100 miles, -6). This form of scrying is nonmagical and cannot be detected or warded off by magic.
- 13-16 **Clairvoyance** (page 30): **PS** Wis -4; **SS** 23; **IC** 7; **MC** 4/round; **R** unlimited; **Prep** 0, **A/E** special. A PC can see a view of a distant location by mentally picking a spot from which he wishes to "see," closing his or her eyes and concentrating. Anything can be seen that would normally be seen standing in that spot. The more distant the image, the harder it is to use this power; viewing spots up to 100 yards from the psionic character may be viewed normally, but selecting a viewing spot farther away places a power-score modifier on the use of this power (up to 1,000 yards, -2; up to 10 miles, -4; up to 100 miles, -6). This form of scrying is nonmagical and cannot be detected or warded off by magical means.
- 17-24 **Combat Mind** (page 33): **PS** Int -4; **SS** 21; **IC** 5; **MC** 4/round; **R** 0; **Prep** 0; **A/E** personal. This power gives a -1 bonus to party initiative thanks to the user's understanding of his enemy's fighting tactics.
- 25-32 **Conceal Thoughts** (page 80): **PS** Wis; **SS** 17; **IC** 5; **MC** 3/round; **R** 0; **Prep** 0; **A/E** 3-yard radius. The PC is protected against all psionic powers and magical spells that detect or read thoughts, including *ESP*, *probe*, *mindlink*, and *life detection*.
- 33-40 **Danger Sense** (page 33): **PS** Wis -3; **SS** 13; **IC** 4; **MC** 3/turn; **R** special; **Prep** 0; **A/E** 10 yards. This power warns a PC when danger is imminent. Information about the type of peril involved is not gained, but the general direction of the threat is given.
- 41-48 **Know Direction** (page 34): **PS** Int; **SS** 1; **IC** 1; **MC** n/a; **R** 0; **Prep** 0; **A/E** personal. The PC knows in what direction north lies.
- 49-56 **Lend Health** (page 62): **PS** Con -1; **SS** 4; **IC** 4; **MC** n/a; **R** touch; **Prep** 0; **A/E** individual. With a successful power check, the PC can transfer as many of his or her own hit points as desired (to a minimum of 1) to the person touched, thus healing the recipient. This takes one round. The user cannot go below 1 hit point, and the recipient cannot get
- more hit points than the character would normally have.
- 57-64 **Life Detection** (page 87): **PS** Int -2; **SS** 15; **IC** 3; **MC** 3/round; **R** 100 yards; **Prep** 0; **A/E** 40 yard. A PC can detect the presence of all living, thinking creatures in range within a 180(DG) arc. Two rounds of scanning accurately reveals all beings, including unintelligent monsters.
- 65-68 **Object Reading** (page 31): **PS** Wis -5; **SS** 16; **IC** 16; **MC** n/a; **R** 0; **Prep** 1; **A/E** touch. A PC can detect and interpret the psychic residue imprinted on an object by its most recent owner, gaining information on the owner's race, sex, age, alignment, and how the item was gained and lost.
- 69-76 **Poison Sense** (page 91): **PS** Wis; **SS** 1; **IC** 1; **MC** n/a; **R** 0; **Prep** 0; **A/E** 1-yard radius. The character can detect any poison and its exact location within the area of effect, but cannot identify the poison type. Any substance causing a saving throw vs. poison counts, even animal venom and poisonous gases and potions.
- 77-84 **Psychic Messenger** (page 90): **PS** Con -4; **SS** 16; **IC** 4; **MC** 3/round; **R** 200 miles; **Prep** 2; **A/E** 1 square yard. This power lets the character to create an insubstantial, three-dimensional, personal image that can appear in range and deliver a message that everyone present can see and hear. Communication is one-way only; the PC cannot hear or see anything going on around the messenger's image.
- 85-88 **Sensitivity to Psychic Impressions** (page 32): **PS** Wis -4; **SS** 20; **IC** 12; **MC** 2/round; **R** 0; **Prep** 2; **A/E** 20-yard radius. A PC can detect psychic residue imprinted on a place by events that involved strong emotions or psychic energy. Divide the power check roll by 2 and round up to get the number of strong events that can be sensed in one place.
- 89-96 **Spirit Sense** (page 37): **PS** Wis -3; **SS** 10; **IC** 10; **MC** n/a; **R** 0; **Prep** 0; **A/E** 15-yard radius. The PC with this power can sense the presence of ghosts, banshees, wraiths, haunts, and other non-corporeal undead that bear the remnants of their former personalities. This awareness extends out to 15 yards, but the user cannot tell exactly where the undead are. **Spirit Sense**

cannot detect zombies, skeletons, shadows, or similar undead. (Lenient DMs may allow the detection of other noncorporeal undead, such as shadows, but should strictly define which undead fall into this category.)

97–00 Choose one of the above powers.

* Details for determining starting Strengths for wild powers are given in the *CPH*, page 20. Wild talents gain 4 PSPs for every level of experience they attain after they acquire psionic powers, not for levels they possessed before such powers were gained.

Wardstone

XP Value: 500 **GP Value:** 2,500

Otherlands

Carved into the shape of a sea creature friendly to the Dargonesti, *wardstones* are made from small pieces of coral. When held in the palm of the hand, they sense the presence of hostile creatures in a 100-foot radius.

As a user of a *wardstone* gets closer to the beligerent creatures, the stone gets warmer to the touch. If the user so wills, the stone can also emit a soft, greenish light either in place of, or in addition to, the heat.

Warfu

XP Value: 500 **GP Value:** 2,500

Kara-Tur

The magical stones were placed on Kara-Tur by the Lords of Karma, at the direction of the Celestial Emperor. They have many colors, but always sparkle with an inner fire or seem to encase movement. They cannot be crushed or melted, and, when in use, float over the head of the wielder, or circle the head like a miniature moon. *Warfu stones* have been found and used by heroes and villains throughout history, and the stories that surround their use often mention incredible feats attributed to the stones. Here are the types of *warfu stones* known in T'u Lung:

Roll	Color	Power
01–11	Green	Raises level by 1
12–22	Blue	Bestows flight
23–33	Red	Protects from fire
34–44	Yellow	Raises Strength by 1 point
45–55	Violet	Raises Charisma by 1 point
56–66	Opal	Doubles ki power.
67–77	White	Raises comeliness by 1 point
78–88	Black	Allows one additional martial art special maneuver
89–00	Crystal	Increase weapon proficiency by +2

Warmth

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 73

A flat oval stone, about ½ inch thick and 4 inches long. When placed between two hands, the stone becomes very warm.

of Weight

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

A *loadstone* is a magical stone that appears to be any one of the other sorts, and testing will not reveal its nature. However, as soon as the possessor of a *stone of weight* is in a situation where he is required to move quickly in order to avoid an enemy—combat or pursuit—the item causes a 50% reduction in movement, and even attacks are reduced to 50% normal rate. Furthermore, the stone cannot be gotten rid of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere on the character's person. If *dispel evil* is cast upon it, the item disappears and no longer haunts the character.

of the Well

XP Value: 500 **GP Value:** 30,000

DRAGON Magazine 145

A *stone of the well* is highly prized in villages and castles located on dry plains and deserts. In spite of the facts that these items command prices as high as 30,000 gp in dry regions, and wars are sometimes fought for their possession, *stones of the well* are worthless in much of the world. Such an item appears as a perfectly spherical, black granite rock with a smooth surface. It functions when placed within a well at least 30 feet deep, as long as the stone is covered by at least 2 feet of standing water. The stone immediately fills its well to a depth halfway between its bottom and upper rim, and similarly fills and maintains all wells within a one mile radius. The water produced by a stone of the well is pure and refreshing. No well within one mile of the stone will run dry. A *stone of the well* placed in a dry well cannot work until covered with water.

String

String is woven flax or hemp, a thin version of normal rope. Magical string may be found in short lengths or in a *ball of string*, (a single piece of 50-foot-long string with 1d4 pieces of magical string wound into a ball), from which pieces may be pulled. It may be found entangled in the hair of a monster, forgotten in a corner, or in a carefully guarded treasure room. Magical string cannot be broken or harmed by force, even from magical weapons, but it can be destroyed by any damage-causing spell (such as *fireball*), any dragon breath except gas, and by normal fire.

5353

of Attachment

XP Value: 50 **GP Value:** 250

The Book of Marvelous Magic

This short piece of string may be tied to any other normal or magical item. If tied to a creature or to an item that does not belong to the user, it unties itself. Once properly tied, it cannot be untied except by a *wish* or the proper command word. If the tied item is taken from the owner without permission, the string tugs at the owner and stretches up to 50 feet; it cannot stretch further.

of Lashing

XP Value: 200 **GP Value:** 1,000

The Book of Marvelous Magic

This apparently normal piece of string will, on command, turn into a *whip* +3. It remains in whip form for up to one turn, or until a second command word is spoken, and then returns to string form. The whip may be created up to three times a day.

of Pearls

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

When the command word for this 2-foot-long piece of string is spoken, 5d6 pearls appear upon it, with one firmly attached to each end. Each pearl may be removed easily, magically, without damaging the string. Except for the end pearls, each has a randomly determined effect (roll 1d6).

Roll Effect

- 1-3 A pearly white light fills the area within 60 feet of the pearl; all within the effect must make a saving throw vs. spell or feel peaceful enough not to attack unless attacked.
- 4-5 Strange music is heard by all within 60 feet of the pearl; all those affected must make a saving throw vs. spell or begin swaying and dancing until the music ends (but with no effect on Armor Class or saving throws or other statistics).
- 6 Nothing happens, but the pearl remains (2,000 to 8,000 gp value).

The light or music lasts for 1d4+1 rounds, and then the pearl disappears. If either end pearl is removed while others remain on the string, all the pearls remaining fall off and roll around on the floor or ground for 1d6 rounds, immediately becoming nonmagical. The user and all others within 30 feet must stand where they are; if they attempt to walk they fall down and are unable to rise or even crawl. A victim standing still may cast spells, use items, and the like, but a fallen victim cannot. Magical *flight* or other means of escape may enable the victims to avoid the effect,

but there is no saving throw. If the end pearls are left alone until all the others have been used, they have normal effects determined randomly as above.

of Shackles

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This short piece of string may be tied about a creature's wrists and commanded to *hold*. However, the string does not work unless the victim is held, paralyzed, asleep, or gives its consent (which may be accomplished with a *charm*). Creatures entrapped by the *string of shackles* cannot break the string by force. The string frees the victim if the command word to release it is spoken within 10 feet.

of Tangle

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

This item looks like any other ball of string, but anyone unraveling it is immediately *confused* and may not speak, attack, cast spells, or perform any other action voluntarily. The victim may be led about at half normal movement rate. If the *tangle of string* is taken from the victim, paralysis strikes both the creature removing the tangle and the original victim and lasts until the tangle is replaced. If a *remove curse* is applied by a caster of 15th or higher level while the victim holds the tangle, the string and the *confusion* both vanish.

of Warding

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

On command, this small piece of string may be stretched as long as 50 feet. If tied to two upright objects (such as trees), it prevents certain objects and creatures from passing between it and the ground; a maximum of 1,000 square feet of space can be affected (20 feet high, 50 feet wide). The *string of warding* cannot block spells but prevents the passage of all nonliving items (including missiles) and all creatures of 3 Hit Dice or less. Other creatures may make a saving throw vs. spell to break through the effect (but not the string). If the string is tied and looped in an attempt to ward a space more than once, it has no effect and can be easily broken, which destroys the magic permanently. It can, however, be tied so as to enclose a horizontal area (for example, around an outdoor encampment). If any creature is between the string and the ground when it is tied in place, the string wards against items only.

Stringed Instruments

Stringed instruments are musical devices that have strings which must be plucked or stroked to produce sound. See the other two musical instrument categories, **Percussion Instruments** and **Wind Instruments**, for more magical possibilities:

Roll	Instrument Type
01-02	Aeolian Harp
03-04	Amir al-Tarab
05	Bagpipes (see Wind Instrument)
06-07	Balalaika
08-09	Bandora
10-11	Biwa
12	Buzuk
13-14	Chitarrone
15-16	Cimbal
17-18	Cimbalom
19	Citole
20-21	Cittern
22-23	Clarsach
24-25	Clavecin
26	Clavicembalo
27-28	Crwth
29-30	Double-necked Lute
31-32	Dulcimer
33	Ganun
34-35	Guitar
36-37	Handharp
38-39	Harp
40	Harpsichord
41-42	Hurdy Gurdy
43-44	Jawzah
45-46	Kit
47	Koto
48-49	Lira da Braccio
50-51	Lira da Gamba
52-53	Lirica Fiddle
54	Lute
55-56	Lyra
57-58	Lyre
59-60	Mandoline (Mandolin)
61	Mandora
62-63	Organistrum
64-65	Pandora (Bass Cittern)
66-67	Psaltery
68	Qanun
69-70	Rababah
71-72	Rebec
73-74	Rota
75	Santouri
76-77	Santur
78-79	Shamisen
80-81	Short-Necked Fiddle
82	Sitar
83-84	Spiked Fiddle
85-86	Spinet

87-88	Tallharpa
89	Theorbo
90-91	Tromba Marina
92-93	'Ud ('Oud)
94-95	Viol
96	Violin
97-98	Virginal
99-00	Zither

Fochlucan Bandore

XP Value: 1,000

GP Value: 7,500

DUNGEON MASTER Guide

If this small, three-stringed instrument is played by a 1st-level bard (probationer) or a nonbard, it has a 50% chance per round of playing to cast a *faerie fire* spell, but there is a 10% chance that the musician will be limned by the glow of the spell, rather than the desired target. A bard of Fochlucan or of a higher college casts the *faerie fire* spell at base 50% per level of bard experience above 1st, reducing the reverse effect by 1% per level above 1st. Furthermore, the *Fochlucan bandore* also has four song properties when properly played.

- Add 10% to the bard's charm percentage. If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at -1 for every 5% above 100%, rounding the charm bonus to the nearest 5th digit.
- *Entangle* once a day.
- *Shillelagh* once a day.
- *Speak with animals* once a day.

If a 1st-level bard attempts these powers, there is a 30% chance that they will work, but a 70% chance that the player will take 2d4 points of damage.

Any character able to play this instrument can sing and do one of the following for as many turns as the character's has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil* 10' radius.
- Become *invisible*, although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detect invisible* is possible.
- *Levitation*.
- *Fly*.

Biwa of Calming

XP Value: 1,000

GP Value: 8,000

Oriental Adventures

The biwa is a stringed instrument similar to a lute. This biwa, like all magical instruments, is of exceptionally fine and tasteful construction. When played by a person proficient in its use, the clear and dulcet tones of the instrument produce

5361

an air of dignified calm. This has the effect of a *pacify* spell to all listening within a 30-foot radius. The effect lasts only so long as the instrument is played. Furthermore, the musician must roll against his or her proficiency each round of playing. If the die roll is 1, the music is exceptionally poor and unharmonious, and the calming effect is immediately broken for the remainder of the encounter. The instrument cannot be used effectively again so long as there are hostile creatures present who previously heard the musician's musical butchery.

of Charming

XP Value: 1,000

GP Value: 7,000

Oriental Adventures

This instrument appears identical to other magical biwa. When played by a person proficient in the instrument, a proficiency roll is made. If successful, the character can cast one *suggestion* spell that round. If the saving throw fails (but is greater than 1), the music has no effect. If a 1 is rolled, the musician's playing is so poor that the instrument acts as a *biwa of discord*.

of Discord

XP Value: —

GP Value: 8,000

Oriental Adventures

Identical to other magical biwa, this instrument emits painful and discordant tones when played, enraging all within 30 feet. Those enraged attack the musician 50% of the time and the nearest target the other 50%. This frenzy lasts for 1d4+1 rounds. The player of this instrument is not affected by the frenzy. The properties of the instrument cannot be detected until it is actually played in earnest—tuning and idly strumming the strings only create lucid, clear tones.

MacFuirmidh Cittern

XP Value: 2,500

GP Value: 17,000

DUNGEON MASTER Guide

This instrument, similar to a lute, is 50% likely to deliver 3d4 points of damage to any nonbard or bard under 5th-level who picks it up and attempts to play it. A 5th- or higher level bard who uses the cittern has a 15% better chance of charming and can sing the following songs once per day. If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at -1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Barkskin* once a day.
- *Cure light wounds* once a day.
- *Obscurement* once a day.

Lower level bards cannot use the cittern in the above fashion even if they do not harm themselves (whether they take damage or not).



Any character able to play this instrument can sing and do one of the following for as many turns as the character has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil* 10' radius.
- Become *invisible*, although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detect invisible* is possible.
- *Levitation*.
- *Fly*.

Dugal's Musical Instrument

XP Value	GP Value
Alter Self: 600	3,000
Blur: 600	3,000
Change Self: 500	2,500
Comprehend Languages: 500	2,500
Continual Light: 600	3,000
Detect Invisibility: 600	3,000
Detect Magic: 500	2,500
Dispel Magic: 700	3,500
Gust of Wind: 700	3,500
Knock: 600	3,000
Tongues: 700	3,500
Whispering Wind: 600	3,000

POLYHEDRON Newszine 56

Myriad tiny runes are etched into the wood of these instruments. Most customers see the runes

5365

only as decorative additions already finely crafted instruments. However, wizards who examine them immediately notice a similarity between these runes and ones found on magical scrolls.

The runes are part of a unique process to enchant musical instruments without using high level spells. Each special instrument is endowed with one magical spell of first through third level that can be cast up to three times a day by playing a melody to which the instrument's runes are attuned.

The enchantments require only verbal and somatic components. The runes on the instrument are an inscribed version of a particular spell, and the melody is a repetitive musical rendition of the verbal component. When the melody is played, which takes a full turn, the instrument resonates and activates the runes, thus serving as the somatic component and in effect casting the spell.

Dugal's enchantments are limited to those spells in his spell book. Of these, he uses only defensive or benign spells. A devout individualist and recent pacifist, he never uses a spell such as *charm* that infringes on the freedom of another, or a spell such as *magic missile* that would harm another.

The spell on an enchanted instrument can be invoked by any musician who plays the appropriate melody. Dugal teaches the melody to the buyer at the time of purchase. He also explains to customers that, except for casting time, the capabilities of a spell cast using one of these instruments are exactly as if Dugal cast it himself. Thus, all spells are cast at 5th level.

Anstruth Harp

XP Value: 4,000

GP Value: 16,000

DUNGEON MASTER Guide, 1st Edition

This powerful instrument is 90% likely to cause 8d4 points of damage to any nonbards or bards of less than 17th level who attempt to strum it. In the hands of a 17th-level bard (and above), the harp adds 35% to charming abilities and can be played so as to cast the following spells, one each, every day: If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at -1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Cure critical wounds* once a day.
- *Create a wall of thorns* once a day.
- *Weather summoning* once a day.

Any character able to play this instrument can sing and do one of the following for as many turns as the character has levels, divided by two (round fractions up), once each day. Each ability

of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil* 10' radius.
- Become *invisible*, although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detection of invisibility* is possible.
- *Levitation*.
- *Fly*.

Azler's

XP Value: 3,000

GP Value: 12,000

DRAGON Magazine 115

When struck, the tones of this harp soothe rages of all sorts, and drives away *fear*, hopelessness, and despair of natural or magical origins within one round of being heard. The harp's maximum range about 8 feet, more if played in a cavern, a breeze (downwind only), or a quiet place. While it is played, all *charms* and mental controls of any sort are blocked (not removed or ended, but held in abeyance) in all creatures hearing the harp's tones—and no new *charms* or *suggestions* can be successfully laid on those listening to the harp, even by a bard using the harp for such a purpose. The strings of the harp glow with *blue-light* (as in the wizard's *cantrip*) while they are being played.

Bragi's

XP Value: 4,000

GP Value: 12,000

Legends & Lore

Bragi's avatar carries a harp that modifies all creatures' saving throws by +4, while it is being played.

Bragi's Harp of Calm

XP Value: 4,000

GP Value: 12,000

DEITIES & DEMIGODS™ Cyclopedic

Any mortal hearing *Bragi's Harp of Calm* ceases fighting or quarreling for seven days (unless attacked in that time). This harp has all the powers of all magical bard instruments plus the ability to stop any creature from any violent intent for a short period of time, and the ability to *uncharm* anything.

Broken

XP Value: —

GP Value: 4,000

The Book of Marvelous Magic

This harp appears to be a *harp of charming* but instead it makes the user feel very sad. Morale drops to 3, if applicable; otherwise, a -4 penalty applies to all attack and damage rolls. There is no limit on the number of times this effect may be produced; each effect lasts for one hour.

of Charming**XP Value:** 5,000 **GP Value:** 20,000

The Book of Marvelous Magic

The music produced by this harp can be heard within a 60-foot range but does not affect the user. Each victim hearing the music must make a saving throw vs. spell or be *charmed* (as a standard *charm person* or *charm monster* effect). In addition, those within 30 feet of the harp are unable to attack (or even think of attacking) the user; this effect lasts as long as the harp is played (no saving throw, and regardless of the results of the *charm* effect). The user may speak to the *charmed* victims while continuing to play. The harp may be played magically once a day for up to one turn per use, once the user stops playing, the magical music cannot be resumed.

of Charming II**XP Value:** 5,000 **GP Value:** 20,000

DUNGEON MASTER Guide, 1st Edition

This instrument is identical to all other magical harps. When played by a person proficient in the instrument, the player is able to cast one *suggestion* spell each turn of playing. Optionally, the DM can require a successful proficiency check be made to cast *suggestion*. On a die roll of 20, the harpist has played so poorly as to enrage all those who hear.

Once per turn a bard is able to cause the harp to cast a *command* spell as a caster equal to the bard's level.

of Charming III**XP Value:** 1,000 **GP Value:** 4,000

CARDMASTER® Adventure Design Deck

The harp can hold a monster in a *charmed* state, so that the user can escape (save applicable). Can be used once a day.

Damh's**XP Value:** 2,000 **GP Value:** 11,000

Monster Mythology

This harp can create an *Otto's irresistible dance* in up to 1d4 creatures, three times a day. The avatar must spend one full round playing the instrument to generate the effect.

Defender's**XP Value:** 5,000 **GP Value:** 20,000

POLYHEDRON Newszine 82

Although a powerful magical item, this medium-size harp betrays only faint magical radiation when a *detect magic* spell is cast. When the highest-pitched chord is plucked, all nonmagical weapons, shields, and glass objects within 100 feet of the musician must make a

saving throw vs. crushing blow or immediately shatter. This power can be used once an hour. Bards who play a *defender's harp* can call upon the instrument's secondary power. This allows bards to double their ability to alter NPC reaction rolls.

of Discord**XP Value:** — **GP Value:** 1,500

Elves of Evermeet

Unfortunately for bards, their greater musical talents cause the effects of this instrument to last for 2d4+2 rounds after the music stops. Jesters (a bard kit) cause the effect to last for 2d4 turns.

Dove's**XP Value:** 600 **GP Value:** 2,500

DRAGON Magazine 115

The playing of this harp causes a gentle soothing in the minds of all within 20 feet who hear it. The soothing quells insanity while it is being played, and instantly (and permanently) calms listeners, dispelling *fear*, *despair*, *discord*, *rage*, and hopelessness of any sort, and lightening black moods or grief for a time. The music of *Dove's harp* can also *cure light wounds* once for any listener within 20 feet who hears the harp's song for at least two full rounds in succession, such *curing* being effective in that creature only once every nine days. The harp cannot otherwise combat the effects of poison. While the music of *Dove's harp* is healing a creature as described above, both it and the harpist (not the assisted person, unless the harpist is practicing self-healing) radiate a faint white *faerie fire* or *nimbus*.

Esheen's**XP Value:** 5,000 **GP Value:** 25,000

DRAGON Magazine 115

The tones of this harp cause all glass and metal within 30 feet to ring and resonate, "singing along with" the playing of the harp; this is an eerie and attention-gathering effect. When the harpist plucks the lowest string on the harp, all glass and crystalline objects up to 30 feet distant that face the harpist must save vs. crushing blow or shatter instantly. A single metallic object within this range may be affected as well. Magical armor, bracers, weapons, and other magical items (note that a metal or glass vial containing a magical oil, ointment, or potion is not itself magical) gain a bonus on their saving throws of +1 or whatever their magical "plus" may be to avoid being affected by the harp. The harp can shatter items that have saved successfully against its effects on earlier rounds, but the harpist cannot choose to affect some items

5378

in the harp's path of effect and not to affect others, save for choosing the metallic item to be destroyed. The harp can be used in this fashion once per round.

of Fingerbreaking

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This harp is like a *harp of throbbing* but has a 20% chance per use of entangling the user's fingers. If so, the victim takes damage equal to 1/2 of current hit points, which may be restored in the usual ways, but the hands become useless and remain so until a *regenerate* spell or effect is applied. The victim's Dexterity score also drops by 6 points (to a minimum of 3).

Fochlucan

XP Value: 6,000 **GP Value:** 36,000

STRATEGIC REVIEW Magazine 6

This harp adds 10% to a bard's chance of *charming* a creature. In addition to this it has three songs. The first and most powerful of these is a song of *protection from evil* that is equivalent to the 3rd-level spell. The second song is one of defense that casts a *shield* around the bard and is like the 1st-level spell *shield*. The last song casts a *circle of light* around whatever the bard desires (the party, an object, anything) and is equivalent to the 2nd-level wizard spell *continual light*. The songs of this harp are playable only once a day.

of Gold

XP Value: 3,000 **GP Value:** 24,000

The Book of Marvelous Magic

This large harp weighs 400 pounds. When played for one hour and commanded all the while, it turns all silver, electrum, and platinum within 30 feet into gold. The *harp of gold* cannot affect magical items of any sort but changes all nonmagical coins, weapons, and other forms of these metals to a maximum of 2,000 pounds per use. Most weapons are made of iron or steel and a solid silver weapon changed to gold is nearly unusable; a gold weapon, unlike a silver one, cannot harm a lycanthrope. The harp can be played magically once a week. If the user is interrupted or silenced during the hour of playing, the harp has no effect. If magically reduced or enlarged, it becomes forever nonmagical.

Handharp

XP Value: 2,000 **GP Value:** 16,000

Halls of the High King

This rarity is a favored item of traveling Harpers, who are believed to have created it in ancient

times. A *handharp* is a crescent-shaped, wooden instrument about the size of a man's hand and strung with magical, metal strings.

Its powers can be employed by anyone able to play a tune. When it is played, four small blue globes of *light* (equal in effects to the 1st-level wizard spell *dancing lights*) come into being around the harp. The globes may be mentally directed by the harp player, as a wizard directs *dancing lights*, without full concentration.

Undead suffer damage and attack roll penalties of -2 within 10 feet of a playing *handharp*. Saving throws against all life-force draining, paralyzing, and related natural spells and magical abilities (such as a *chill touch* spell) are made at +2. Creatures within 10 feet of a playing *handharp* cannot be *charmed*, and *charmed* creatures who venture within 10 feet of a playing *handharp* will be *dazed* (treat as the effects of a *power word stun*) as long as they remain in the *handharp's* area of effect. All of these powers can be used as often as desired and do not drain the item.

A *handharp* has one additional power, which can be used only once a day, though all of the *handharp's* magic is exhausted for one turn after this use. By plucking a certain string and singing a particular note simultaneously, the bearer can will the *handharp* to *dimension door* up to 90 feet away. This power will take along all carried and worn items, but not another living creature.

Such travel is instant, but subject to the same dangers that the spell has: if the intended destination is improperly described or not concentrated upon, midair appearances and falling damage are possible. Note that a *handharp* bearer can mentally state (aloud to the DM) any visible destination without giving its coordinates in distance and direction and still arrive safely.

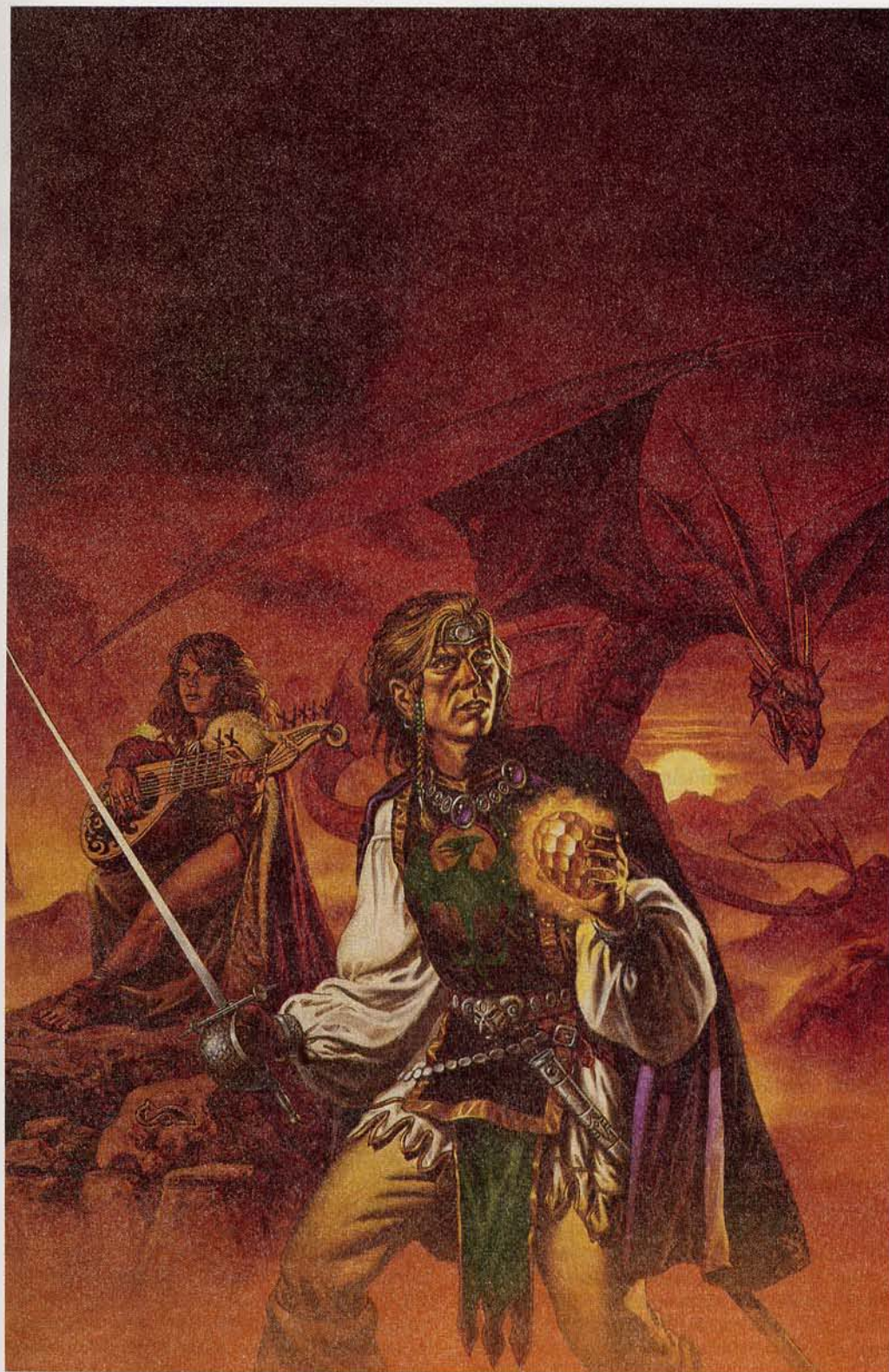
In the hands of a bard, a *handharp's* area of effect doubles to 20 feet distant, and it can be made to *dimension door* the bard up to 180 feet away.

of Healing

XP Value: 4,000 **GP Value:** 20,000

The Complete Bard's Handbook

When this magical harp is played within 10 feet of wounded creatures, it heals each creature by 1 point per hour of playing. However, once the music stops or a new player takes over, further playing is useless unless new wounds are received. After eight hours of continuous playing, a bard must begin to make successful Constitution rolls once an hour or misplay the harp. If the harp is misplayed, healing ends.



Jhantra's**XP Value:** 5,000 **GP Value:** 25,000

DRAGON Magazine 115

The playing of this harp causes the harpist and any other creatures touching the harpist, up to a limit of four creatures, to be *concealed*. This occurs after the playing of the harp continues for one round. Those hidden are *invisible* even to animals and *infravision*, and cannot be scented or tracked. They can also *pass without trace* (as the 1st-level druid spell), move, and speak while cloaked in silence, even though their speech and movements are clearly audible to one another. The protection lasts for as long as the harp is played (its own music can be clearly heard, but it always sounds far off and as though coming from all directions). Any creature losing even momentary contact with the harpist instantly becomes audible and visible, and cannot regain this protection even if touching the harpist or other protected creatures again until the harp has been stilled. When it is stilled, and playing begins anew, a full round of playing must always occur before the harp's *concealment* is renewed. Spellcasting is possible when under the harp's *concealment*, but at the instant of the spell's taking effect, the caster appears even if contact with the harpist has not been lost. A creature cannot play the harp and cast spells or *cantrips* of any sort simultaneously, nor activate and control magical items.

MacFuirmidh**XP Value:** 6,000 **GP Value:** 30,000

STRATEGIC REVIEW Magazine 6

This harp adds 20% to a bard's chances of *charming* a creature and also possesses the three songs of the *Fochlucan harp*. In addition, the harp has two more songs. The first of these turns the bard *invisible* until he or she stops playing. In this state the player may still be located by the sound of the harp, though the sound appears to come from nowhere; this makes the bard very hard to hit and baffles creatures of low or lower Intelligence. The second song enables a bard to *strengthen* fighters like the 2nd-level *strength* spell except that it lasts as long as the bard has strength to keep playing, the spell is broken when the bard stops or is stopped by interruption. The *MacFuirmidh harp* is playable once a day.

Marks**XP Value:** 3,000 **GP Value:** 24,000

The Book of Marvelous Magic

This item has three command words: "shrink," "enlarge," and "scribe." It can be reduced to pocket-size or enlarged to a normal, 6-foot-tall harp as often as desired. When its player com-

mands it to scribe, the harp creates a glowing magical symbol of any type (but with no special powers) on any item or surface within 30 feet. The mark cannot be placed on any living or undead creature or upon any carried item. It is useful for marking doors, explored passages, and trails.

Methild's**XP Value:** 4,000 **GP Value:** 20,000

DRAGON Magazine 115

The music of this harp parts all webs, opens all locks, breaks all bonds, and unties all knots within 10 feet (as per multiple uses of the *knock* spell). Magical locks and knots gain a saving throw vs. breath weapon to avoid being affected; anything thus saving against such a harp is forever immune to the effects of that particular *Methild's harp*. All webs, bonds, locks, and knots affected by the harp are outlined with an orange *faerie fire* from the moment of their being affected (within one round of being within effective range of the harp's playing) for one turn. Magical barriers such as protective *symbols*, *shields*, *walls of force*, *forcecages*, and the like, having no designed opening, are not affected by the harp. A *rope of constriction*, *rope of entanglement*, or *rug of smothering* within 10 feet of the harp when it is played ceases to function for 1d4 rounds and releases any creature it has entrapped—although a creature actually entrapped by this could not play the harp to free itself.

Murlyn's Harp of Charming**XP Value:** 4,500 **GP Value:** 25,000

1992 Fantasy Collector Card 27

When Blind Lemon Murlyn plays this magical harp, it allows him to cast a *suggestion* spell on the audience. Blind Lemon uses this magic when he is trying to recruit individuals for one of his Harper-sponsored missions. Blind Lemon's harp has one slight difference from normal *harps of charming*, however. There is a 1 in 20 chance that a wild surge will result along with the *suggestion*. So far, Blind Lemon has experienced being temporarily changed into a gnome and exuding a *stinking cloud*.

Nithanalar's**XP Value:** 2,500 **GP Value:** 12,500

DRAGON Magazine 115

The music of this harp affects only its player and all things held or carried by the player (including the harp itself). The player is instantly protected for as long as the harp is played as though by a *stoneskin* spell (as per the 4th-level wizard spell); the harp and all things worn or carried, no matter

5389

how fragile, are similarly protected, making them almost immune to physical attack. In addition, a moving field of protection exists about the harp and the player's arms, so that it is extremely difficult to physically prevent or restrain the harpist's playing. Note that magical attacks are unaffected, and the harp's protection is ended by a *silence 15' radius* or a *hold person* cast upon the harpist. No other creatures or items can be protected by the harp's music, even if touching the harpist.

Ollamh

XP Value: 3,000

GP Value: 18,000

DUNGEON MASTER Guide

If an *Ollamh harp* is played by any nonbard or bard under 20th level it inflicts 10d4 points of damage upon that individual. When played by a bard of 20th or higher level, it adds 40% to his or her charming abilities and can cast one each of the following spells daily: If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at -1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Confusion* once a day.
- *Control weather* once a day.
- *Fire storm* once a day.

Any character able to play this instrument can sing and do one of the following for as many turns as the character has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil 10' radius.*
- Become *invisible*: although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detection of invisibility* is possible.
- *Levitation.*
- *Fly.*

Questing

XP Value: 2,000

GP Value: 10,000

The Book of Marvelous Magic

This harp looks exactly like a *harp of charming* but, when played, places a *quest* upon the user (as the 5th-level priests' spell; the task must be created and assigned by the DM). The victim may make a saving throw vs. spell to avoid the harp quest, but with a -4 penalty to the roll.

Rhingalade's

XP Value: 2,000

GP Value: 12,000

DRAGON Magazine 115

The tones of this harp cause the harpist to *blink* (as the 3rd-level wizard spell) for as long as desired while the harp is played. In addition, 14 *mirror images* of the harpist are instantly created,



and these *blink* in the same manner as the harpist at slightly different times, so that the harpist (or rather, at least one image of the harpist) is always in view. Such images vanish forever when struck by a weapon (using the harpist's own Armor Class), but they otherwise remain in existence until the harp is stilled. The harpist cannot cast other spells or make attacks during this time, for when the harping ends, so do the effects, and they cannot be recreated until the harp rests, unplayed for at least three rounds.

of Spirit Restoration

XP Value: 2,000

GP Value: 10,000

Crown of Ancient Glory

This rosewood instrument, decorated in gold and inlaid with silver, appears to be an attractive, normal harp. In fact, it is a magical item that can restore hit points to characters of any chaotic alignment. Any chaotically aligned adventurer who sees and hears the harp will recover lost vitality (as if enjoying a *cure critical wounds* spell).

Neutral characters who hear the harp feel dispirited, and lose 4 morale points for a period of 1d10+11 rounds.

Lawful characters who hear the harp suffer a hit point loss equal to a *cause critical wounds* spell. Furthermore, they become insane unless they save vs. spell. The insanity lasts 1d4 days and the individual is unable to function in a rea-

5393

sonable manner. A *remove curse* spell negates the effects of the insanity.

The harp only functions once a day. At other times its strings produce no sound at all.

Storm's Harp of Methild

XP Value: 4,000

GP Value: 20,000

1992 Fantasy Collector Card 301

Storm possesses a rare magical harp, recovered from Myth Drannor, known as *Methild's harp*. Whenever Storm plays this magical harp, all locks are opened, all knots are undone, all bonds are broken, and all *web* spells are parted within 10 feet. All of the above forms of restraint affected by the harp are outlined in an orange form of *faerie fire* for one turn. Magical barriers (such as a *wall of force*) are not affected by the harp.

of Throbbing

XP Value: 1,500

GP Value: 7,500

The Book of Marvelous Magic

The music produced by this harp affects all living creatures within 60 feet. None of those affected can die of wounds or poison while the harp is played; they cannot be reduced to below 0 hit points. Creatures reduced to 0 hit points will fall, appearing to be dead, but are kept in a semiliving state by the music, their hearts throbbing in time with the harp. If magical curing is applied while victims are in this state, the curing works normally, and the victim awakens. If an otherwise deadly poison is neutralized, the victim awakens with 1 hit point remaining. The harp does not, however, affect dissolving or digesting damage, or other forms of disintegration. The *harp of throbbing* can be magically played once a day for up to one turn per use; if its music is magically *silenced* or *neutralized*, it has no effect.

Valarde's

XP Value: 1,000

GP Value: 6,000

DRAGON Magazine 115

The player employing *Valarde's harp* can, at will, cause either of two effects to occur, each taking effect at the end of one complete round of play: a *gust of wind* moving outward from the wide end of the body of the harp, or a *wind wall* 20 feet square, lasting for three rounds, although the harper can end it sooner if desired. Tiny points of radiance flicker, dance, and wink out on the strings of *Valarde's harp*, and about the brow or head of the being playing it, while its strings are in motion.

Zunzalar's

XP Value: 4,000

GP Value: 25,000

DRAGON Magazine 115

The tones of this instrument create a globe of pearly-white *continual light* centered on the harp and extending to a 30-foot radius. The radiance lasts as long as the harp's strings sound, and within this radiance the following effects are present: *dispel illusion* (as the 4th-level wizard spell), *dispel invisibility* (all sorts except psionic), and *reveal glyph or symbol*. This latter power reveals all magical or illusionary *runes*, marks, or inscriptions, including *wizard mark*, *illusionary script*, and *unreadable magic*. It also uncovers protected writings, *glyphs of warding*, *symbols*, and the like, revealing them in outline in a luminous blue so they can be precisely located or even tentatively identified or drawn for later study. The harp's music does not trigger such magic, nor visit their effects upon persons studying them. The harp does not prevent the normal operation of such magical things—they may be triggered by being touched or in some other prescribed manner. Shadows, tweens, and other hard-to-see creatures are made clearly visible, outlined in blue radiance, if they pass within the harp's *globe of radiance*. A wizard employing *duo dimension* appears as a thin vertical line of blue radiance in midair while within the sphere of effect of *Zunzalar's harp*.

Lyron's Harpsichord of Commanding

XP Value: —

GP Value: 10,000

1992 Fantasy Collector Card 190

This strange magical item actually holds the life-force of Baron Lyron Evensong and is the focal point of his curse. Whenever the harpsichord is played, those listening to it must make a successful saving throw vs. spell or be unable to resist following commands issued by the baron. If the harpsichord is destroyed, the baron is destroyed and his curse is lifted.

Cool Hand Lute

XP Value: 1,000

GP Value: 6,500

POLYHEDRON Newszine 23

This common musical instrument causes the bearer to become resistant to fire (in a manner identical to a *ring of fire resistance*). However, it has the side effect of causing the user's hands to become cold, for a -1 penalty to all attack rolls. When the *cool hand lute* is played for the first time, the user's eyes turn a beautiful blue color, and the user must make a saving throw vs. spell or develop an affinity for bovines.

Doss**XP Value:** 2,200**GP Value:** 11,000

DUNGEON MASTER Guide

This instrument is 60% likely to deliver 4d4 points of damage to any nonbard or bard under 8th level who picks it up and attempts to play it. An 8th-level or higher bard who plays the lute has a 20% better chance of charming and can sing the following magical songs once per day. If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at -1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Hold animal* once a day.
- *Neutralize poison* once a day.
- *Protection from fire* 10' radius once a day.

Any character able to play this instrument can sing so as to do one of the following for as many turns as the character's level divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil* 10' radius.
- Become *invisible*, although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detect invisible* is possible.
- *Levitation*.
- *Fly*.

of Loot**XP Value:** 2,000**GP Value:** 16,000

The Book of Marvelous Magic

Though this lute plays on command, it has no apparent effect. However, all magical items within 10 feet become cursed; any NPC thief seeing such a lute will, upon returning to his or her guild, report its existence and last known location, along with all known details about the items and characters nearby. The guild will try to obtain the lute and other items, usually by burglary, sending the most skilled thieves available. The *lute of loot* plays as often as desired but can create its magical effect only once per day. A *remove curse* removes the "loot aura" from one item.

Singalong**XP Value:** 1,000**GP Value:** 5,000

The Book of Marvelous Magic

When this lute is held and commanded to play, it produces enchanting music. Each creature within 60 feet who hears the song must make a saving throw vs. spell with a -4 penalty to the roll. If it fails, the victim stops, listens, and tries to sing along with the tune. If the saving throw is successful, the music has no effect. The user of the lute is immune to its enchantment. Those affected are merely distracted, suffering no penalty to sur-

prise rolls and quite able to ignore the song if attacked. The *singalong lute* plays as often as desired but can produce its enchanting music only once a day.

Skywalker**XP Value:** 3,000**GP Value:** 24,000

POLYHEDRON Newszine 23

If this normal musical instrument is held in hand and commanded to play, the user can *fly* (as the wizard spell) with up to 300 pounds encumbrance. The *skywalker lute* can fly up to three times a day, for up to one hour per use. However, the user also develops a desire for action, traveling far in search of opportunities to fight for deserving causes (especially for those who cannot afford normal mercenaries).

Woodwalking**XP Value:** 1,000**GP Value:** 6,000

The Book of Marvelous Magic

This lute enables the user to *pass through woodlands* in relative safety, as long as no hostile actions are needlessly initiated. When held and commanded to play, the lute produces a soothing song that can be heard as much as 120 feet away. It plays magically only in woodlands. The user will not be attacked by any intelligent woodland creature (centaur, dryad, elf, halfling, pixie, sprite, or treant) as long as the song lasts. But if the user attacks any such creatures, the lute shatters and the creatures become enraged, gaining a +2 bonus to all attack, damage, and saving throw rolls for one turn. The user may fight normally if attacked by some other monster and the lute plays all the while; the lute then bestows a +2 bonus to all the user's attack, damage, and saving throw rolls. If any normal or giant-size animal, tree, or other lawful or neutral woodland creature is harmed by the user, the lute will thereafter refuse to play until it falls into the hands of a more deserving owner. When properly used, the *lute of woodwalking* plays for up to 12 hours per day.

Building Liar**XP Value:** 500**GP Value:** 2,500

DRAGON Magazine 156

This small harp is fashioned entirely from solid brass. It radiates a *dweomer*, but it can be strummed until the player's fingers turn to hamburger and it will never lay a single brick-on-brick. However, it incessantly brags about the edifices it constructed in the hands of other, more competent musicians. ("Yeah, I'm the guy who put up the Empire Sta—the Emperor's Stables, yeah, that's the ticket.")

Building Lyre**XP Value:** 5,000**GP Value:** 30,000

DUNGEON MASTER Guide, 1st Edition

The enchantments placed upon this instrument make it indistinguishable from a normal one. Even if its magic is detected, it cannot be told from an ordinary instrument until it is played. If the proper chords are struck, a single use of the lyre negates the effects of a *horn of blasting*, a *disintegrate* spell, or the effects of up to three rounds of attack from a ram or similar siege item. The lyre can be used in this way once a day.

The lyre is also useful with respect to actual building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but three turns of playing is equal to the work of 100 men laboring for three days.

A check must be made whenever the lyre is played. Under normal circumstances, a false chord is sounded on a roll of 1–3 on 1d20. (Characters with the musical instrument proficiency play a false chord only on a roll of 1.) If the player of the lyre is under physical or mental attack, the chance of a false chord increases to 1–10. (Proficient characters resolve a proficiency check by the standard rules under these circumstances.) If a false chord is struck, all effects of the lyre are 20% likely to be negated.

This harp can be used to build or repair ships.

A bard can negate the effects of a *horn of blasting*, a *disintegrate* spell, or the effect of up to three rounds of attack from a ram or similar siege item. This works once a day for every three levels of the bard. When the lyre is used to perform work, a bard is able to achieve the work of 100 men plus 10 men per level. If a bard should happen to fail the false chord check, a saving throw vs. paralyzation is also allowed. Success indicates that the bard recovered from the mistake without mishap.

Canaith**XP Value:** 3,000**GP Value:** 22,000

STRATEGIC REVIEW Magazine 6

This lyre adds 40% to a bard's chance of *charming* creatures and has all the abilities of a *Doss Lyre*. In addition, it has two special songs. The first song is like the 4th-level *confusion* spell. The second is like the 4th-level *fear* spell. In addition to this, the lyre has a healing song that, when played, can heal the listeners from 2d6 points of damage. All songs are playable but once a day.

Cli**XP Value:** 6,000**GP Value:** 32,000

DUNGEON MASTER Guide

A *Cli lyre* is 80% likely to cause 6d4 points of damage to any nonbard or bard of less than the 14th level of experience who plays it. A 14th- or higher level bard adds 30% to charming ability and can cast the following spells by singing and playing on the lyre, once each per day. If the bard's charming ability exceeds 100% with the instrument bonus, the creature's save vs. spell is at –1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Control winds* once a day.
- *Transmute rock to mud* once a day.
- *Create a wall of fire* once a day.

Any character able to play this instrument can sing so as to do one of the following for as many turns as the character has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil* 10' radius.
- Become *invisible*, although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detect invisible* is possible.
- *Levitation*.
- *Fly*.

Dorus's**XP Value:** 5,000**GP Value:** 20,000

POLYHEDRON Newszine 87

Only a dozen of these finely crafted ebonywood instruments are rumored to exist. Carved images of forest creatures cover the instrument. Created by the famed bard, Dorus of Griswold Barrens, *Dorus's lyre* can be used by anyone with a nonweapon proficiency in stringed instruments. The lyre produces sweet tones and never needs tuning. It is virtually indestructible, having an effective Armor Class of –4. In the hands of a bard, the strings glow a pale blue and the magic is realized. A bard of any level may call upon its ability to *speak with animals* or to cast *animal friendship*. Both spells can be used three times a day.

Doss**XP Value:** 3,000**GP Value:** 16,500

STRATEGIC REVIEW Magazine 6

This lyre adds 30% to a bard's chance of *charming* creatures and has all the abilities of the *Mac-Fuirmidh harp* as well. In addition, the lyre has two special songs. The first song enables the bard to *fly* up to the limitations of the 3rd-level spell *fly* with the exception that it lasts as long as the bard is able to play. The faster or the higher a bard tries to *fly* the quicker he or she becomes tired.

5410

Generally, a bard is only able to keep up maximum speed or very high altitudes for as many turns bard levels; after this a roll of 1-4 on a 1d6 indicates the bard has collapsed, unconscious from the effort. The second song of the lyre is equivalent to *dispel magic* cast at the bard's level. These two songs are playable but once a day.

Fu Hsing's

XP Value: 9,000 **GP Value:** 45,000

Legends & Lore, 2nd Edition

With a strum of his magical lute, Fu Hsing's avatar can cast any wizard spell of 1st through 4th level.

Loquacious

XP Value: 2,000 **GP Value:** 21,000

POLYHEDRON Newszine 90

A dozen of these enchanted musical instruments exist, and they are much sought after by bards. The instruments are intelligent and have neutral alignments.

A *loquacious lyre* provides a +3 to any bard's musical instrument proficiency. A bard who does not have the musical instrument proficiency, gains the ability. However, the lyre bemoans the fact that any bard could be so ignorant to not know how to play such a melodious and perfect instrument.

Once each day the lyre can sing accompaniment to the bard's voice, providing harmony in any key. It is telepathic with its owner, but also can "speak" using its strings, so it can chat with others. It speaks five languages, in addition to Elf, Dwarf, and Common.

A *loquacious lyre* can cast *charm person* three times a day by speaking or singing. It can cast *detect magic* once a day, and once a week it can identify items as a bard of 10th level.

Loquacious lyres are made of polished bone carved with a delicate elf face near the top. They are inlaid with many gems, and are strung with copper, silver, and gold wires. They are usable only by bards. Each lyre has an Intelligence of 16, an Ego of 15, and a Personality Score of 31.

of the Spheres

XP Value: 2,200 **GP Value:** 11,000

War Captain's Companion

The *lyre of the spheres* is used near a crystal sphere to locate or create a portal through which a spelljamming ship can pass. Any bard can use this item to create a portal. All other characters can use the item only to locate the nearest existing portal. The item can be used but once a week.

of Wounding

XP Value: — **GP Value:** 2,000

The Complete Bard's Handbook

This cursed item appears normal in every way until it is first played. When the musician's fingers strike its strings, they sever the tips of the player's fingers. Roll 1d6 for the number of fingers that the musician loses:

Roll Effect

- | | |
|-----|---|
| 1-4 | The number of lost fingers. |
| 5 | Musician loses all fingers and the thumb. |
| 6 | Musician escapes unscathed. |

Each lost finger causes 1d2 points of damage, but the musician should not be lowered below 1 hit point due to lost fingers. Each lost finger causes the musician's proficiency at playing musical instruments to suffer a penalty of -2. Other proficiencies and activities requiring manual dexterity are likewise reduced, at the DM's discretion. Lost digits can be regenerated magically. As with cursed swords, whenever the musician decides to play, the lyre leaps into his or her hands; magically altering the form of the instrument does not abate the curse.

Canaith Mandolin

XP Value: 6,000 **GP Value:** 42,000

DUNGEON MASTER Guide

The mandolin is 70% likely to cause 5d4 points of damage to any nonbard or bard of under 11th level who attempts to utilize its power by playing it. An 11th- or higher-level bard is able to employ the instrument to add 25% to his or her charming ability and also can cast the following spells once per day. If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at -1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Cure serious wounds* once a day.
- *Dispel magic* once a day.
- *Protection from lightning* 10' radius once a day.

Any character able to play this instrument can sing and do one of the following for as many turns as the character has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil* 10' radius.
- Become *invisible*: although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detect invisible* is possible.
- *Levitation*.
- *Fly*.

Cli

XP Value: 3,000

GP Value: 17,000

STRATEGIC REVIEW Magazine 6

This mandolin adds 50% to a bard's chance of *charming* creatures and has all the abilities of a *Canaith lyre*. In addition to this it has the power of *telekinesis*, contains one elemental, and can heal better than the *Canaith lyre*, being able to heal from 3d6 points of damage. (Note that this is the only healing it can perform—the abilities of the *Canaith lyre* are not cumulative in this mandolin.) This mandolin also has a *song of fire* which can *remove curse* like the 4th-level spell.

Pick of Proficiency

New Item

XP Value: 500

GP Value: 2,500

This enchanted pick grants a proficiency in music and singing to all who pick it up and use it. However, these abilities last for only three hours and the pick usually times the cessation of its boon to strike in the middle of a performance.

of Propitiousness

XP Value: 1,500

GP Value: 7,500

POLYHEDRON Newszine 78

This magical implement functions only when a skilled musician uses it to play on a stringed instrument. During the first round of playing, the user must sing the exact name of a particular foe. If the exact name is not known, the foe must be precisely identified.

All characters within 50 feet of the user receive a +2 bonus to all attack rolls against the stated enemy, even if the foe is not within 50 feet of the user. If the foe enters the area of effect, he or she suffers a -1 penalty on all attack rolls.

The *pick of propitiousness* can be used once a week for up to one hour. The user must concentrate on playing and must remain motionless while using the pick. The user can perform no other actions while playing, and loses concentration if damage is taken or if struck by a missile or melee attack. A *silence* spell also breaks the effect. Optionally, the DM might require a music proficiency check for every 10 minutes of playing, failure breaking the effect.

The user must have an unobstructed line of sight to the named foe, and must keep the enemy in sight while playing.

of Strumming

XP Value: 300

GP Value: 1,200

The Complete Bard's Handbook

This magical pick enables the user to play any stringed instrument that is normally plucked with fingers or a pick. This includes harps, lutes, mandolins, and so on. The person grasping the pick

can play any song he or she has ever heard. The pick's magic is so great that all functions of the instrument are instantly mastered. Thus, a bard automatically knows the proper chords positions for a lute, how to hold a harp, how to adjust the strings of a mandolin, and all other virtuoso details. His or her skill level rivals that of a master musician proficient in the instrument's use. Also, a bard who uses this pick to play the *lyre of wounding* does not suffer any severed fingers.

Qanun of Charming

XP Value: 1,000

GP Value: 7,000

Oriental Adventures

This instrument looks like any other qanun. When played by a person proficient in the instrument, a proficiency roll is made. If successful, the character can cast one *suggestion* spell that round. If the saving throw fails (but is greater than 1), the music has no effect. If a 1 is rolled, the musician's playing is so poor that the instrument acts as a *qanun of discord*.

of Discord

XP Value: —

GP Value: 8,000

Oriental Adventures

Identical to other magical qanun, this instrument emits painful and discordant tones when played, enraging all within 30 feet. Those enraged attack the musician 50% of the time and the nearest target the other 50%. The frenzy lasts for 1d4+1 rounds. The player of this instrument is not affected by the frenzy. The properties of the instrument cannot be detected until it is actually played in earnest—tuning and idly strumming the strings only create lucid, clear tones.

of Quiet

XP Value: 5,000

GP Value: 25,000

Land of Fate

While this magical instrument is played, it creates a magical zone of *protection* and *silence* 30 feet in radius. Those inside may talk among themselves and clearly hear noises beyond the range of the magic, but none outside the radius can hear what is happening within the zone over the sound of the qanun. Further, divination spells will not reveal thoughts, words, intentions, alignment, or the presence of magic while the qanun is being played.

of the Spirits

XP Value: 3,000

GP Value: 15,000

DRAGON Magazine 190

The qanun is made of the finest mahogany brought from the Isle of the Elephant. Its strings are said to be solidified light, though others

5423



report they are made of spun gold, hardened and tightened to the breaking point. Its picks are carved from a single emerald gem.

The *qanun of the spirits* is the most powerful of the five instruments of the jann. When the qanun is played, the player has the effect of the *fire truth*, the 1st-level wizard spell. Instead of fire, the truth of the speaker's words is determined by the sweetness of the instrument's tone. Untrue statements create sour notes. The spell may be used once per day, twice if the player is a bard.

A bard also may use the qanun to "call the ancestors": to *Speak with dead* (as the 3rd-level priest spell), and to *animate dead* (as the 2nd-level priest spell), both as if the bard were a 20th-level priest. Each of these abilities may be performed once a week, and the qanun is needed only to cast the magical abilities, not to maintain control or contact.

Rababah of the Dao

XP Value: 4,000

GP Value: 20,000

DRAGON Magazine 190

The *rababah of the dao* is constructed of the finest materials. Its bow is made of the hair of the fastest horse in the High Desert, and the circular soundbox is made of the skull of a great roc.

The *rababah of the dao* allows its user to cast an *entangle* spell, as the 1st-level priest spell of the same name. This operates against any target on sand or soft soil as opposed to those near grass

and vines, but the effects of the spell are the same. This spell may be cast once a day, twice a day if the rababah is used by a bard.

A bard also may use the *rababah of the dao* to "shift the earth," to call into being an earth elemental of 8 HD, once a week. The elemental is under the full control of the rababah player, such that if the musician stops or is interrupted, the elemental will return to its native plane without attacking the bard.

'Ud of the Marids

XP Value: 3,200

GP Value: 28,000

DRAGON Magazine 190

The *'ud of the marids* is solid white, its hardwood surfaces covered with thin, ornate carvings of pearl. The soundbox itself is made of a single great pearl, harvested from the largest clam in the deepest part of the Crowded Sea. The marids do not risk their own lives in these endeavors, but instead avail themselves of lesser beings to recover the pearls.

The *'ud of the marids* allows a bard to cast a powerful *charm person* spell, as the 1st-level wizard spell, with a -4 penalty on all saving throws against the spell. This spell may be cast once a day, twice a day if the *'ud* is used by a bard.

A bard, regardless of kit or origin, may use the *'ud* to "raise the waters," to summon a water elemental of 8 HD once per week. A suitable amount of water, such as a river or lake, must be available to use this ability. The elemental is under total control of the *'ud* player, and if the *'ud* player stops, the elemental will return to its native plane without harming the bard.

Extreme Violins

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Newszine 23

These items appear identical to *unnecessary violins*, but when an attack roll of 20 occurs, the user flies into a battle rage, dropping any shield carried and gaining a +4 bonus on attack and damage rolls while suffering a +4 penalty to Armor Class. The victim will fight until slain, or until all enemies are slain, without thought of personal safety. There is no limit to the duration or frequency of the effect.

Game

XP Value: 500

GP Value: 2,500

POLYHEDRON Newszine 23

These items cause their owners to become unable to explain any detailed action in combat. The victim cannot aim at a specific portion of a target (such as a tentacle); when any victim reaches 0 hit points, it quietly sits down and expires, without bleeding, moaning, or performing any other

5427

normal dying activity. These items appear normal but are exceptionally clean, as are all types of *game violins*.

Rack

XP Value: 100

GP Value: 500

POLYHEDRON Newszine 23

This item is a wall rack upon which two violins can be hung. The instruments may be easily removed from the rack, which then disappears. Each violin will affect the creature carrying it, and no other; each will vanish if put down, given away, sold, or if otherwise caused to leave the possession of the original owner. The violins should be rolled randomly.

Saxon

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Newszine 23

These violins are of an ornate design, but have no known effect. They are so rare that none have ever been found—that's why no one has ever found *Saxon violins* in the AD&D game.

Unnecessary

XP Value: 500

GP Value: 2,500

POLYHEDRON Newszine 23

These fiddles enable their owners to score critical hits whenever an attack roll of 20 occurs. (The DM must create a chart detailing critical hits, such as the severing of body parts, extra damage, and the like.)

Zither of Speed

XP Value: 1,000

GP Value: 7,500

The Complete Bard's Handbook

This zither appears to be a normal musical instrument. However, if it is played in a rapid tempo and the musician says, "*allegretto*," all allies within 30 feet are affected as if under the influence of a *haste* spell.

If the zither is played slowly and "*adagio*" is spoken, all foes within 30 feet are affected as if under a *slow* spell (no saving throw). The effects last as long as the bard concentrates upon the music or until he plays the zither at a moderate tempo and says, "*Andante*." If the bard moves, defends, suffers damage, rolls for a saving throw, or performs any other action, concentration is broken.

A *zither of speed* functions only once per day. Furthermore, for every successive day in a row that its magic is used, there is a 10% cumulative chance that one of its strings breaks, rendering it useless unless it can be repaired.



of Zombie Control

XP Value: 7,000

GP Value: 25,000

The Book of Marvelous Magic

This musical instrument is shaped like a flat box with strings attached. When strummed and the command word spoken, all zombies within 60 feet hear and obey the user to the best of their abilities. However, if the zombies leave the area of effect, they are released from the enchantment and can no longer be affected by it. This item may be used three times per day.

of Zombie Protection

XP Value: 2,000

GP Value: 10,000

The Book of Marvelous Magic

This item appears and may function as a *zither of zombie control*, but there is a 50% chance per use that it will malfunction. If so, the zombies are enraged and attack the user with a +4 bonus to all attack rolls; they inflict maximum damage (8) per hit. Furthermore, they are magically protected. If the zombies are turned by a priest, each may make a saving throw vs. spell; if the throw is successful, the turn fails and the priest can no longer affect the creatures. Once the zombies are enraged, they retain the bonuses and protection, regardless of distance from the zither, until the user is slain.

Stylus of Scribing

XP Value: 25

GP Value: 100

The Ruins of Undermountain

This wand of black stone animates itself when commanded, and is able to write three words in Thorass. The activator must utter a command word marked on the wand (typical word: "Kath-las") while touching the stylus. The next three words spoken by the activator will be graven deeply and clearly on any nonmagical, nonliving surface mentally selected by the caster that is on the same plane.

If no surface is chosen by the activator, the DM should choose a nearby stone surface at random. If the stylus is moved (physically carried) between words, it can be made to do its work on two or three surfaces rather than one. Upon writing the third word, it vanishes forever. Note that the stylus cannot distinguish between the user's unintentional speech and desired words—but the activator can, by force of will, alter spellings.

If the activator does not speak three words before abandoning the stylus, it retains some magical power. If touched by another being and its command word uttered, it writes that being's next words, but the stylus won't write more words than it has words remaining—the second user of this item may only get one word inscribed before the item disappears. If no being speaks the command word, and the original activator never utters another word on the same plane as the stylus, a stylus will hover above the location of its last writing until physically moved elsewhere. The *stylus of scribing* is often used by adventurers to leave messages for others on dungeon walls.

Sundial

The sundial is a primitive but accurate timekeeping piece that requires sunlight to operate. A sundial's flat face has numerals inscribed on its surface. A small, triangular pillar in or near the center casts a shadow upon the face. As the sun moves in the sky, the shadow tracks across the face, pointing to the correct hour.

of Direction

XP Value: 500

GP Value: 4,500

DRAGON Magazine Issue 73

This looks like a wooden sundial without numerals, about 4 inches in diameter. Close examination will reveal that there are 16 marks rather than 12. When the command word is spoken, the "fin" or "hand" of the dial points due north. It does not work underground.

of Timekeeping

XP Value: 800

GP Value: 4,000

The Book of Marvelous Magic

This large item consists of a stone pedestal and table with an iron finlike attachment atop it, and is similar to an ordinary sundial. However, the fin always casts a shadow on the dial as if it were in bright sunlight. It functions only on the Prime Material Plane but keeps perfect time even on cloudy days or if taken indoors, or underground. It need not be aligned with the position of the sun, as would a normal sundial; it works upside down, sideways, or when rotated. Its magic can be dispelled, though with difficulty (treat as 36th-level magic).

Sweatsuit

XP Value: 5,000

GP Value: 25,000

DRAGON Magazine 72

This magical *suit* +5, if worn constantly for longer than one day, allows the wearer to cast the equivalent of a *stinking cloud* spell up to three times a day after that. A nonjock who attacks a jock attired in such a magical *sweatsuit* can choose to try to tear either the shirt or pants from the jock's body instead of attempting a normal attack in combat. Once a *sweatsuit* has been "activated," burning is the only way to get rid of the *stinking cloud* property of the suit; not even *soap of scrubbing* will do any good. The *sweatsuit* also acts as a *cloak of protection*.

Sword

All magical swords are listed with a plus or minus (for example, a *sword* +1 or a *cursed sword* -1). The number is the amount added to or subtracted from the result of the attack roll and to the damage done. (Example: A *sword* +1 would adjust a roll of 17 to 18, and if 5 points of damage were rolled, 6 would actually be inflicted.)

Once a cursed weapon is used in battle, it may not be gotten rid of except by use of a *remove curse* or *dispel magic* spell.

Some magic swords have additional abilities or Intelligence. For example, a *sword* +1/+2 vs. *lycanthropes* would give a bonus of +2 on attack and damage rolls (instead of the normal +1) when used against any werecreature. All other abilities are listed in the descriptions.

Special Touches: For the DM who likes to add special touches to the weapons given to player characters, here is a list of idea generators:

- **Blade materials:** adamantite, bone, ceramic, crystal or glass (magically strengthened with glassteel), damascus (layered steel), high carbon (will rust), mithral, obsidian, stainless steel.
- **Blade shapes and features:** blood grooves

5437

(fullers), curved, kris (wavy blade), notches, straight, tapered.

- **Hand-guard materials:** brass, bronze, nickel, steel.
- **Hand-guard shapes:** arched snakes, clashing dragons, clenched fists, human or godlike forms.
- **Handle materials:** antler, dragon teeth, ebony or exotic wood, fossilized ivory, horn, human or monster bone, ivory, jade, leather-wrapped metal, marble.
- **Handle shapes and features:** fluted (with straight or spiral grooves), hand-fitted, hollow (detachable pommel; can hold small items like gems, coins, small tools, papers, liquid), prism (flat sides, not rounded), straight, tapered.
- **Pommel materials:** crystals or large gemstones (magically strengthened), steel.
- **Pommel shapes and features:** cruciform, family crest, hand or paw, holy symbol, monster's head, short blade, skull, treetop.
- **Accents:** jewels and gems, magical runes, picture carvings or etchings, precious metal inlays, word engravings.

Roll Sword Types

01-02	Adya katti
03-04	Babanga
05-06	Basilard
07-08	Bastard sword
09-10	Boku-toh
11-12	Broad
13-14	Choor
15-16	Claymore
17-18	Cutlass
19-20	Drusus
21-22	Dwarven claymore
23-24	Falchion
25-26	Flamberge
27-28	Flatchet
29-30	Flyssa
31-32	Gladius
33-34	Great scimitar
35-36	Impaler
37-38	Kashara
39-40	Katana
41-42	Khandar
43-44	Khopesh
45-46	Kora
47-48	Kukri
49-50	Long
51-52	Mariner's
53-54	Masai
55-56	Ninja-to
57-58	Nyek-ple-nen-toh
59-60	One-handed bastard
61-62	Pata
63-64	Piercer

65-66	Ram dao
67-68	Rapier
69-70	Sabre
71-72	Scimitar
73-74	Shamshir
75-76	Short
77-78	Shotel
79-80	Sivak draconian
81-82	Sosun pattah
83-84	Spatha
85-86	Sword-staff
87-88	Swordlet
89-90	Takouba
91	Talwar
92-93	Two-handed
94-95	Two-handed bastard
96-97	Wakizashi
98	Yatagan
99-00	Zafar takieh

Aasimon

XP Value: 3,500

GP Value: 35,000

Outer Planes MC Appendix

Each solar fights with a mighty sword that only it can wield. The weapon acts as a *sword* +5 and has all the properties of a *sword of dancing* and a *vorpal sword*. A solar can attack with its sword four times per melee round, and does a base of 2d10 points of damage per hit.

Abhorrence of Shape Changers

XP Value: 700

GP Value: 3,500

DUNGEON MASTER Guide

This sword gives an additional +2 bonus against shapechangers and werecreatures—those able to assume the form of another creature (such as a vampire or a druid), or any creature under the influence of a *polymorph* or *shape change* spell.

Adjatha, the Drinker

XP Value: 7,000

GP Value: 35,000

DRAGON Magazine 74

Adjatha is a *sword* +2 of fine blue steel, hilted with a steel, single quillon and a plain, spherical, polished knob pommel. Set in the heart of the tang, where the quillons meet, just above the fine chain-wrapped grip, is a large (1-inch-diameter), cabochon-cut black sapphire (worth 6,000 gp). There are no markings or runes on the blade, and it does not shed any radiance.

However, when this sword touches any magical item (not including *scrolls*), *Adjatha* siphons off magical energy, causing the item to glow, shedding a pale green-white radiance, until the item is drained of dweomer or the sword and the item are separated.

The *Drinker* can never permanently drain an artifact, but it can steal the magic of lesser items.

5440

In all cases, the touch of *Adjatha* causes one power or effect (per round of contact) of the item to be nullified for 1–4 turns after contact. If the item has limited charges or operates but once, sufficient contact with *Adjatha* can drain it entirely of magic. The blade absorbs the dweomer into itself in a peculiar way, retaining magical energy to protect itself and its bearer.

Adjatha gains 2 hit points per charge drained or round of contact (many lesser items of magic are drained after 13 or so rounds of contact). It has 9 points of Strength, and may add any magically drained points to its own, without (known) limit. Any attack on *Adjatha* or its bearer must exhaust the phantom hit points before they can harm the physical entities of blade or bearer. When reduced to its original 9 hit points, *Adjatha* cannot absorb further damage for its bearer, and is itself vulnerable. Anyone grasping the grip of *Adjatha* receives its hit point protection; there is room for a maximum of two bare human hands to grasp the hilt at one time.

Adjatha, it must be noted, cannot repeatedly drain the vitality of the same item; after two contacts with any single item, the *Drinker* cannot drain any more from it—but note also that a contact, if uninterrupted, can continue for up to one turn before any bearer must withdraw or risk the onset of *feble-mindedness* due to a magical backlash (10% chance each round beyond one turn of continuous contact). Drained hit points gained by *Adjatha* do not cure existing damage to the user, but merely absorb all further attacks until exhausted.

Adjatha cannot drain or negate spells cast at it or its bearer, and confers no special magic resistance except immunity to psionic domination, *charm* spells, and similar direct mind-control spells. That immunity does not extend to *sleep*, *suggestion*, *ESP*, and the like.

The *Drinker* is first known to have existed more than 400 years ago, in the reign of Kurskos Ironhand; it was the sword of that monarch's herald and chief counselor, Amrok of the Dwarves. Kurskos slew Amrok in a night of revelry after a Shieldmeet, and took *Adjatha the Drinker* (and the enmity of the dwarves) as his own. Amrok was of almost human stature, and it has often been said *Adjatha* is of human and not dwarven manufacture, for it is of the full size and heft for a strong, long-armed, human swordsman.

The stories of its creation are many and colorful—most are doubtless as fanciful as the tale told by Thyri of Amn, who stole *Adjatha* from the palace vaults in the sack of Aumreayum on the death of Kurskos. Thyri held that *Adjatha* was given to his grandfather by the gods, and made any of the family who wielded it invulner-

able in battle.

Thyri was easily, almost contemptuously, slain by the first man who challenged him, a merchant from Calimshan. That merchant, whose name is lost, was slain while in a caravan soon after by a mischievous kenku. In like manner, the *Drinker* has often changed hands over the years, usually remaining with any one owner for only a short time. Elminster saw *Adjatha* 40 winters ago at the court of Nesker of Mulmaster, when the sorcerer-king was studying it to increase his own arts. It disappeared before Nesker's death and came to light briefly in reports of fighting in the Shaar, apparently being wielded by one of the nomad chieftains. The sword was stolen from him, and despite sending agents far afield, he was unable to recover it. The present whereabouts of the blade are unknown.

Albruin

XP Value: 5,000

GP Value: 25,000

DRAGON Magazine 74

Albruin is a sword made from an alloy that combines steel, electrum, and silver, demonstrably as effective as silver against undead and other creatures who suffer particular effects from contact with that metal. It is +1 on attack rolls and +3 on damage. It sheds an eerie blue radiance (up to 10-foot radius) when drawn from its scabbard. It is of chaotic neutral alignment (Intelligence 17, Ego 13), communicates by speech (Common, Elf, Drow, Thieves' Cant), and can read languages and magical writing.

Albruin's bearer can, at will, activate the sword's power to detect invisible objects in a 10-foot radius, maintaining it by concentration. *Albruin* can also neutralize poison once every three days, and heal its bearer once every 12 days. These powers are evoked at the will of the bearer, or by the sword if the bearer is unconscious and *Albruin* deems it advantageous to activate either power by itself. Physical contact between *Albruin* and the flesh of the bearer is necessary for the powers to work.

Albruin is believed to be the creation of the long-dead smith Surdee, who was famous in his day for the craftsmanship of the work that came out of the forges of icebound Glistar, where he worked ore fresh from the mines above the city, on the edge of the glacier. The blade itself evades questions about its origins; there are no markings or definite touches of workmanship that identify *Albruin* as the work of anyone in particular.

Albruin was held for decades in the royal house of Cormyr, kept as a family treasure, but seldom (due to its alignment) borne by the kings of that land. It was stolen from the palace at Suzail some 90 winters ago by the thief Nyparr ("Nipe"), a

5441



halfling who was soon arrested at Wheloon by soldiers of Cormyr and slain while attempting to escape. Nipe did not have the blade when he was seized, and did not reveal its whereabouts. It was rumored among the thieves of that place that he had sold it to a "gray trader" (a "fence") by the name of Blusken Shtult, who had a merchant barge on the Wyvernwater, and that Blusken had sailed from Wheloon up to a port on the northern shore of the Wyvernwater and delivered the blade to a waiting buyer.

The blade's whereabouts were uncertain for some 24 winters, until a lady of high birth in Selgaunt, one Shamur, found the blade left behind in her bedchamber by a visitor fleeing the city guard. He never returned, and Shamur sold it when she married. It was bought by an adventurer visiting the city of Selgaunt on matters of trade (gold for mercenaries), and wielded thereafter in several minor skirmishes about the Eastingreach before its owner died in an ambush. His slayer, the adventurer-prince Thaum of Telflamm, used *Albruin* to help him take the lands of Impiltur forcibly from his father and found his own kingdom. Thaum eventually died by magic (a wizard hired by his father Kuskur, who was unable to regain control of the lost lands), and *Albruin* was acquired by one of Thaum's warriors, who fled the dead king's keep and took the blade back westward into the Dalelands.

This warrior, one Adjuz by name, perished at the hands of brigands on a northern road, and *Albruin* disappeared from view—but not before Adjuz had sought out a sage in Shadowdale to learn the blade's true nature and powers.

After the death of Adjuz, the trail of the sword is hidden for some eight winters, but it is known to have been in the hands of the mercenary general Malakar on his visit to Zhentil Keep in the spring of the ninth year following, and was identified again by the sage Murail of Sarbreen when a mercenary warrior sought him out to learn the blade's properties in that city some six winters beyond that time. From then until now, the whereabouts of *Albruin* are unknown, but Elminster is careful to remind us that its plain appearance and its ability to control many of its bearers would contribute to its anonymity.

Amatsu-Mikaboshi's

XP Value: 3,000 GP Value: 30,000

Legends & Lore

Anybody hit by the avatar's sword blade suffers an additional 1d10 points of poison damage each round until the poison is neutralized.

Anduvar

XP Value: 700 GP Value: 3,500

DRAGON MOUNTAIN® Campaign Set

This sword +3 is intelligent. To activate the dormant weapon, one needs only to speak its name, which is etched in elven runes along the blade. Its alignment is chaotic good, and it communicates through empathy. Its only power is to detect evil 10' radius.

Angurvadal

XP Value: 4,000 GP Value: 8,000

DUNGEONS & DRAGONS Master Set

Angurvadal, also known as the *Stream of Anguish*, was owned by the hero of "Frithiof's Saga," a 13th-Century Scandinavian work. This sword +4 allows the user to cast one water elemental spell (1st through 5th level) per day.

Annacon

XP Value: 2,000 GP Value: 8,000

DRAGON Magazine 92

Falrik Moondance is a rather eccentric elf. While quite bright and a good-natured sort, he is also rather impulsive. His appearance is youthful, but he gives the impression that he is much older and wiser than he seems at first glance. Fairly suspicious, almost to the point of paranoia, he panics easily. Often he does things that seem quite clever (in a twisted sort of way) but are bound to be misinterpreted by others at the moment he acts. His impulsiveness and shortsightedness do not make his deeds logical in a conventional (that is, lawful) sense, but he is very cunning and has an intuitive grasp of the "smartest thing to do" in most situations.

Falrik does not like being a fugitive, but he likes the idea of being unjustly executed for his rash acts even less. He has certain knowledge about *Annacon* which might help save him, but he doesn't think that the local villagers will believe him. He is stubborn as well as cautious and suspicious, so it will prove difficult to get him to believe that a pardon is not a trap.

Basically a peaceable sort, Falrik avoids combat as much as possible. He will not attempt to physically harm anyone who is not attacking him, preferring to harass, confuse, and frustrate them into leaving him alone. The DM should carefully consider what spells he and the sword have available when deciding Falrik's tactics. *Charming* characters with the sword, for instance, is one possibility, as is going *invisible* and hiding if in danger of being discovered.

Falrik Moondance is a lawful good, 3rd-level elf fighter with silvery hair and gold-colored eyes. He stands 5' 4" tall and weighs 104 lbs.; he is 263 years old. His statistics are: Str 15, Int 17,

5445

Wis 7, Dex 17, Con 15, Cha 14, hp 18. He has AC 2 from armor, Dexterity, and magical bonuses, has a +1 to hit and damage in combat, and has a +2 bonus with missiles. Falrik speaks Common, Elf, Orc, Hobgoblin, Gnoll, Halfling, and Pixie. He carries three spells at all times: *hold portal*, *ventriloquism*, and *invisibility*. His current possessions include: *Annacon*, a bow +1; a chain-mail suit; a *ring of protection* +1; a quiver with 20 arrows (4 of them with silver arrowheads); a pack with his rations, water, spellbook, and tinderbox; and his prize, a *wand of illusion* with 12 charges.

Annacon is a sword +2 with *charm person* ability. It has an Intelligence of 8 and an Ego of 6 (total Will Power: 14), and possesses two primary powers: it can *detect lies* spoken within 10 feet of the person holding it, and it *detects elves* within a 10-foot radius. *Annacon* is of lawful good alignment and as such damages wielders who are not lawful good, causing 1d6 points of damage per round of contact.

Unfortunately, both abilities cause the sword blade to glow with the same blue color, shining as brightly as a *light* spell, and therein lies the problem—Falrik, knowing from tales told among the elves in the region about the latter ability of the weapon, realized that the sword would glow in his presence because he is an elf. He feared that the people who knew of the sword's *detect lies* ability would assume he was always lying. The duration of the sword's blue glow varies from a mere three seconds (in the case of the *detect lie* power) to potentially infinite (for as long as an elf remains in detection range).

The elven legends about *Annacon* say it was forged by a dwarf weaponsmith and a human wizard ally about three centuries ago. At that time, the elves and dwarves of this region were fighting a war against each other over the damage that dwarven surface mines were doing to local forests and wildlife. The battles were settled long ago, though some slight hostility between the two races still exists.

Ansanther

XP Value: 4,000

GP Value: 20,000

Treasures of GREYHAWK

Ansanther, a *holy avenger*, has an alignment of lawful good, an Intelligence of 14, and an Ego of 18. She has the ability to speak common. Her primary abilities allow her to *detect evil*, and *locate objects*. Her special purpose is to slay Xenous Zenpor with the special purpose power of *disintegration*. (Xenous Zenpor is an evil wizard who, years ago, slew *Ansanther's* last adventuring group, and she lost her wielder.)

Ansanther wants an owner of "most pure of

heart" to carry and wield her. She will use her new powers to the best of her ability when wielded by a lawful good individual. She will make her presence and desires known to the first person who picks up the sword.



The Answerer (Fragarach)

XP Value: 18,000

GP Value: 90,000

Scabbard: 35,000

The Temple of Elemental Evil

This hefty steel broad sword bears a mighty enchantment. It was originally fashioned for a demigod of elvenkind and eventually passed into Greyhawk. It served well for a short time, all too soon falling into the hands of the minions of chaotic evil. It has been in their grasp for a decade or more, resting in hiding in the Temple of Elemental Evil, guarded by the worst of elemental grues. *Fragarach* means *The Answerer*.

The sword is of chaotic good alignment. Any lawful creature trying to grasp it takes 1d6 points of damage and falls senseless for 1d10 rounds. A neutral creature holding it takes only 1d3 points and swoons for 1d4 rounds. In evil hands, *Fragarach* has no attack bonus whatsoever; in chaotic neutral hands, it will strike but one opponent per round. The sword functions perfectly only for a chaotic good user. In such hands, its +4 bonus always operates, and it will strike as many opponents unerringly as have struck at its possessor.

5447

Fragarach always hits all such targets, the +4 pertaining to additional damage only. Note, however, that *The Answerer* always strikes last in a melee round. Against evil opponents, the bonus doubles (to +8) whenever a natural 20 is rolled for attack determination.

The sword has a hilt of silver and gold wire, most cunningly wrought. Its guard and pommel are set with perfect emeralds (corundum)—seven gems, total value 65,000 gp. Its scabbard is likewise trimmed with precious metal and decorated with many gems of green and golden hue, worth another 35,000 gp.

The Answerer II-VII

XP Value: 10,000

GP Value: 50,000

Scabbard: 16,000

The Temple of Elemental Evil

When *Fragarach* first came to this world, it received immediate attention and quick renown; so much so, in fact, that six other swords like it were forged and enchanted. These are lesser weapons, of course, and their alignments vary. Each has a +2 bonus (and cannot hit opponents struck only by +3 or better weapons). On a natural attack roll of 1, no bonus applies; on a natural 20, like their predecessor, the bonus is doubled (to +4). These lesser swords are identified by the differing gems set in guard and pommel. They are reported to be amethyst, aquamarine, garnet, peridot, topaz, and tourmaline stones, with combined value of about 24,000 gp per weapon, 16,000 gp per scabbard. These weapons are named *Rebutter*, *Scather*, *Replier*, *Retorter*, *Squelcher*, and *Backtalker*, in honor of *Fragarach*.

Roll	Sword
01-17	<i>Rebutter</i>
18-33	<i>Scather</i>
34-50	<i>Replier</i>
51-67	<i>Retorter</i>
68-83	<i>Squelcher</i>
84-00	<i>Backtalker</i>

Anton's Vorpall Blade

XP Value: 10,000

GP Value: 50,000

1992 Fantasy Collector Card 21

Anton's weapon has an Intelligence of 12 (6 Ego points), the ability to *detect magic* in a 10-foot radius and a hidden compartment in its pommel with a pale lavender ellipsoid *ioun stone* (see *Ioun Stone*) that absorbs spells up to the 4th level (10d4 spell levels). This chaotic good weapon grants a +3 to attack and damage rolls, and uses the following table to determine when it severs a limb:

Opponent is:

d20 Roll*

Normal/Armored	18
Larger than human-size	19
Solid material or stone	20

(* 01-17: Consider only the +3 bonus of the sword).

of Arak

XP Value: 4,200

GP Value: 18,000

RAVENLOFT® Campaign Set

Evil drow wizards created this sword, and no human was ever meant to hold it. The drow have lost the sword, however, and as of this writing no one knows its current location.

To any physical and magical examination, the item appears to be a *sword of sharpness* +2. Indeed, it performs as one. But the sword also carries an evil curse—a horrid thirst for blood. Once a day, it must kill or help to kill a creature no smaller than a large dog. The sword is not required to deal the fatal blow, but blood must spill from the wound of the blade, and the victim must die no more than an hour after those first drops flowed.

Each day the sword's thirst is not quenched, its owner suffers, losing 1 point from each of mental attribute (Intelligence, Wisdom, and Charisma) and gaining 1 point in each physical attribute (Strength, Dexterity, and Constitution). After the first such adjustment, the owner becomes so fond of the blade that he or she cannot bear to be without it. If someone forcibly separates the owner from the sword, the character will do anything to regain it.

When one or more of the character's mental attributes drops to 3, the conversion is complete. He is now bestial—a monster that looks like an ogre. The DM runs the character. Usually, the beast will have superhuman physical abilities at this point, with scores above 18. Its only goal is to satisfy the blade's thirst for blood. The creature may embark on a mindless rampage or—if there is a shred of Intelligence left—begin a series of clever, fiendish murders.

If the sword is removed from the character's possession before a mental attribute drops to 3, the former wielder begins to recover gradually and regains 1 point to each mental ability, and losing 1 from each inflated physical score each day. Until this process is complete, the character still covets the sword and is unable to resist the urge to pursue it.

Once the conversion is complete, even removing the sword will not cure the monster. Only powerful magic—or the monster's death—can remove the curse at this point. The *remove curse* spell may at first appear successful, but it can provide only temporary relief.

Arbane's Sword of Agility**XP Value:** 4,000**GP Value:** 15,000

The Magister

The first of these swords were created by the elf wizard, Lord Arbane of Myth Drannor many centuries ago. His first was stolen, so he made a second with the aid of an apprentice, who sold the secret to two other wizard-swordsmiths. The form of manufacture is thought to be forgotten now—Elminster has heard of no one making one in the last 500 years—but there are over a dozen in existence. Some have even been created with sentience and further powers.

This is a *weapon* +2 that boasts several powers. These are under the mental control of whoever holds its hilt. The wielder can *jump*, as in the spell (a single leap) twice a day. Two rounds of hasted action per 24 hours are also possible—and such activity does not age the character (though it may age the sword).

The sword grants the wielder immunity to *hold* and *slow* spells, glowing brightly. The glow fluctuates as the sword moves and strikes, in a strobelike manner; this property of the sword negates magical *darkness*, and destroys the effects of *hypnotic pattern* or *fire charm* within a 20-foot radius of the drawn blade. The wielder of the sword gets a saving throw vs. spell (saves at +1 if 6th level or higher).

Ar'ondight**XP Value:** 5,000**GP Value:** 25,000

DUNGEONS & DRAGONS Master Set

Ar'ondight, the sword of Launcelot of the Lake, was mentioned in several Arthurian legends. This sword is +5 on attack rolls as long as the target is not of a good alignment. If used against good individuals, the sword becomes a *cursed weapon* -3.

Arvoreen's**XP Value:** 6,400**GP Value:** 32,000

Monster Mythology

Arvoreen's avatar's *dancing short sword* +4 gains his Strength bonus (+3) to damage in combat.

of Arvoreen**XP Value:** 4,000**GP Value:** 20,000

POLYHEDRON Newszine 82

The nine known *swords of Arvoreen* were forged eons ago by dwarf smiths and enchanted by powerful halfling priests of Arvoreen the Defender. The short swords were crafted during the time the world was in chaos and many halfling villages were threatened by invaders. In the hands of someone other than a halfling, the swords are +1. However, when wielded by a halfling, the swords have the following powers:

- +1 vs. all creatures, +2 vs. evil creatures, +4 vs. evil creatures over 5 tall.
- The swords inflict triple damage when the wielder is defending his or her home or homeland.
- When a wielder defending his or her home or homeland chooses to parry rather than attack, the parry is always successful.

In addition, each of the nine swords is attuned to a single enemy. Any individual enemy struck by the sword must save vs. death magic or die. Sages have documented that three of the swords, owned communally by halfling villages, are attuned to hill giants, trolls, and goblins, respectively. It is not known if the other six swords repeat these enemies or if they are attuned to other creatures.

of Assassination**XP Value:** 800**GP Value:** 2,000

DRAGON Magazine 91

The *sword of assassination*, also known as the *ruby sword*, is a potent weapon in the hands of an assassin. If handled by any other type of character, the sword appears to be a regular blade. All swords of this type have a ruby of not less than 500 gp value mounted on the pommel; hence the second name.

When used by an assassin character, a *sword of assassination* gives the wielder a bonus to attack and damage rolls and adds a bonus to all assassination rolls while using the weapon. The power of a certain sword is determined randomly:

Assassination

Roll	Bonus
01-60	+5%
61-90	+10%
91-95	+15%
96-99	+20%
00	+25%

The assassination bonus is only gained if the assassin has a chance of actually assassinating the victim. Thus, the sword would give no chance for an assassination roll to a 3rd-level assassin trying to slay a 12th-level victim—but the assassin would gain the sword's combat bonuses. A *sword of assassination* has the same chance as any other magical sword to be intelligent, and always has an evil alignment if intelligence is indicated. Intelligent swords of this sort never betray their nature to any nonassassin.

Aziza's Scimitar of Dancing**XP Value:** 4,000**GP Value:** 20,000

1992 Fantasy Collector Card 187

Aziza's magical scimitar is a *weapon* +3 in all respects, with some additional powers. It func-

5555

tions as a *sword of dancing*, except that its cycles last for only three rounds (instead of four), and its maximum bonus is +3. Once a week, when a command word is uttered, it *creates food and water* as the 3rd-level priest spell, cast at the 6th level.

of Azor'alq

XP Value: 3,000 **GP Value:** 15,000

Treasures of GREYHAWK

The *sword of Azor'alq* is a *long sword* +4. It has an Intelligence of 17 and an Ego of 21. It is aligned, neutral good, and has the special purpose of slaying evil otherplanar beings. Any such being struck by it must make a saving throw vs. spell or be *disintegrated*.

The sword speaks Elf, as well as communicating *telepathically* with its possessor. It can *detect evil* in a 20-foot radius, and *detect invisible objects* in a 10-foot radius. Once a day it allows the possessor to *fly*, at a rate of 40 yards per round, for up to an hour.

The sword is very proud, and does not wish to serve anyone who is not an important baron or king. It also expects its owner to provide it with a new scabbard, with many gems fixed to it. In general, the sword thinks it is in charge of any owner, and, given its Intelligence and Ego, it may well be. If the sword is in control, it will compel its owner to seek out and destroy powerful otherplanar beings of evil alignment. The sword especially hates fiends of all sorts, and the owner may soon find himself on a quest in another plane, if the sword has its way.

The sword retains all of its powers on any plane, although on the lower planes, the *detect evil* power is neutralized by the overwhelming evil of the plane. Any randomly encountered fiend will have a 10% chance of having seen or heard of the *sword of Azor'alq*, and will seek to destroy the possessor and take the sword.

of Babette Maelstrom

XP Value: 1,000,000 **GP Value:** 10,000,000

POLYHEDRON Newszine 76

Babette's formidable weapon is a *long sword* +5, +10 vs. regenerating creatures, and +15 vs. dragons. Once a year, the sword can:

- Cause an explosion, 200-foot radius, 200d100 (200–20,000) points of damage.
- Create a *sphere of force*, as per the *wall of force* spell; and *dispel magic* at the 45th level.

This item was part of a contest to name the sword featured on the cover of POLYHEDRON Newszine 70. Never, ever give this item to a player!. It is included here for the sake of completeness.

of Backstabbing

XP Value: 700 **GP Value:** 7,000

The Complete Thief's Handbook

In the hands of any character this is a *magical weapon* +2, but in the hands of a thief it is especially potent. When a thief makes a backstab attempt with this short sword, it allows the thief to attack as if four levels higher than the actual experience level of the character, with corresponding improvements in THAC0, attack rolls, and damage multiplier on a successful hit.

Balisarda

XP Value: 2,100 **GP Value:** 10,500

DUNGEONS & DRAGONS Master Set

Balisarda was made by the witch Falerina. Treat this weapon as a *sword of sharpness*.

Balmung

XP Value: 1,500 **GP Value:** 7,500

DUNGEONS & DRAGONS Master Set

Balmung was the sword of Siegfried of the Scandinavian legends. It was made by Wieland, a Germanic name for the immortal blacksmith Volund, known as "Wayland Smith" to the English. Wieland may be similar to earlier legends, such as the Greek Hephaestus and the Roman Vulcan. This is the equivalent of a *vorpall sword* +4.

Balor

XP Value: 10,000 **GP Value:** 50,000

Outer Planes MC Appendix

The true tanar'ri known as balor use a great sword that looks like a bolt of lightning. In the hands of the balor, these swords are *vorpall* and can *detect evil/good* in a 30-foot radius. Any creature that picks up a *balor sword*, regardless of whether the creature's flesh actually touches it, immediately suffers 1d10 points of damage and must make a saving throw vs. spell or die immediately.

Bamboo Scimitar

XP Value: 7,500 **GP Value:** 40,000

Kara-Tur

The *Jade Warrior* (see *Crystal Warriors*) wields a *bamboo scimitar* +5 that acts as a *sword of sharpness*. On command, the scimitar can cast *wood rot*.

Bane of Enchanted Beings

XP Value: 600 **GP Value:** 3,000

DUNGEON MASTER Guide

This weapon, a *sword* +1/+2 vs. *magic-using* and *enchanted creatures*, always provides a +1 bonus. The +2 bonus takes effect when the sword is employed against wizards, monsters that can cast spells, and conjured, created, *gated*, or summoned creatures. Note that the +2 bonus would not operate

5463

against a creature magically empowered by an item (such as a *ring of spell storing*) to cast spells.

Bane of the North

XP Value: 1,000

GP Value: 5,000

Adventures in BLACKMOOR®

Timothy Curlytop, the Shiremaster of Booh, carries a lawful-good *short sword* +1/+3 vs. *fiends*, that he has rather grandly dubbed Bane of the North. This valuable little weapon has an Intelligence of 9, an Ego of 1 and the powers to *detect shifting walls and rooms*, *detect slopes*, and *see invisible*. The morale of all halflings within 25 feet of *Bane of the North* is raised by 1.

Barnus's Gnomebane

XP Value: 750

GP Value: 3,500

1992 Fantasy Collector Card 189

Barnus's short sword is a typical *weapon* +1 in most respects. Against gnomes, however, the sword adds a +3 bonus to attack rolls and inflicts double normal damage. Barnus was given this sword by a friend of a friend who knew of his hatred for gnomes.

of Bast

XP Value: 700

GP Value: 3,500

IMAGINE Magazine 19

Few intelligent magical items have a *geas* cast upon them, since the presence of the *geas* is revealed instantly to the new owner through the rapport he or she has with the item. However, the *sword of Bast* is an example of a weapon with a voluntary *geas*, that is to say, one in which the nature of the restriction or command is revealed to the new owner by the item itself, allowing the prospective owner to decide whether to accept the item and the penalty attached, or to decline it.

The *sword of Bast* informs the wielder: "I am a simply enchanted sword dedicated to the service of Bast. If you use me, you will find a *geas* placed upon you—that you may not kill or willingly harm any of the catkind, nor suffer others to do so. Do you accept the *geas*?"

If the answer is "yes," the sword waits until the wielder has taken the effect of the *geas* and then reveals itself in its full majesty. It is +2, +3 vs. lawful evil, +4 vs. followers of Set. No cat ever harms the wielder, and tame felines are friendly. The sword hopes the owner becomes a follower of Bast, but does not coerce. Instead, it confers additional powers on those who pursue a vigorous campaign against Set's followers and minions. There is a 25% chance that it allows the owner to attract a cat familiar; it allows the wielder to move silently on a percentile roll of 99%, and allows the wielder to speak all feline languages.

Belenus's

XP Value: 4,000

GP Value: 40,000

Legends & Lore

Belenus's avatar carries a long sword that can be made to flame once per turn, doing an additional 2d10 points to creatures affected by fire.

of the Believer

XP Value: 700

GP Value: 3,500

Land of Fate

This magical weapon inflicts damage only against unenlightened creatures, that is, those who do not accept the Law of the Loregiver or are ignorant of it. An enlightened creature will take no damage from the sword, which will appear to pass right through his or her body. The unenlightened (including monsters of low sentience, savages, ordinary objects without sentience, barbarians, and unenlightened foreigners) take normal damage. This sword can be used as a test for such enlightenment, but also is useful in cases where a civilized man is swallowed by a large, nonsentient creature, and must be cut out without harming him. Profession of belief is all that is required; it is beside the point whether one is "good" or "evil," just enlightened.

Benn Griff's

XP Value: 500

GP Value: 2,500

Against the Cult of the Reptile God

Benn Griff's weapon is a *short sword* +1/+2 vs. *scaly creatures* with no other special abilities.

Berserk Dancing

XP Value: —

GP Value: +200

IMAGINE Magazine 14

A *berserk dancing sword* behaves as a normal, magical, intelligent sword, until in mortal combat with a strong foe of opposite alignment. A randomly determined alignment should be used if the sword is determined to be neutral. The sword leaps into the air and begins to dance in the same manner as a standard *sword of dancing*, except that its combat bonus may be as high as +5. Once it has become a *sword* +5, it remains one.

When the monsters are finally beaten, the sword turns on its wielder and any companions. If they run, the sword follows at a Movement rate of 15. Spells or *boots of speed* are the characters' only hope of escape, for the sword cannot be physically attacked. Once all the combatants in a particular melee are dead (or have escaped), the sword sinks to the ground and resumes its "sane," normal status.

When the *berserk dancing sword* result is rolled on the random item chart, the Dungeon Master should roll another effect and combine the results together.

Black**XP Value:** 3,000**GP Value:** 15,000

Black Courser

A lawful-neutral obsidian *sword* +3/+6 *against emperors*, this is a truly magnificent weapon—and a truly dangerous one to wield. Its other properties: Intelligence 17, communicates telepathically and through speech (but only in Imaskari); can cast *dispel magic* three times a day as 15th-level wizard, *darkness* 15' radius at will, *silence* 15' radius at will. It was created at the height of the Imaskari empire to overthrow the emperor, and has been the weapon behind dozens of regicides since that time. It will use its Ego of 18 to force its wielder to attack Ambuchar Devayam whenever they meet.

Black Flame**XP Value:** 4,100**GP Value:** 27,500

Adventures in BLACKMOOR

As king, Uther the Rectifier normally carried a lawful-good *two-handed sword* +2 named *Black Flame*. This weapon, now in the keeping of the Regency Council, has an Intelligence of 9, an Ego of 3, the powers *detect evil* and *detect magic*, and the extraordinary powers *extra damage* and *healing*.

Blackflame**XP Value:** 4,100**GP Value:** 27,500

Dragon Keep

This black sword is a *sword* +1/+4 *vs. undead*. The sword becomes enveloped in cold black flames when within 10 feet of an undead creature; the flames themselves cause no damage.

of Blackflame**XP Value:** 30,000**GP Value:** 275,000

The Five Shires

Certain slim, rapier-like short swords borne by him are in reality *swords of blackflame*. These precious and powerful weapons can be identified by the appearance of their blades—shimmering, ever-shifting glossy black, with white bubbles and cloudy mottling within the metal that move about constantly. In shadows, darkness, and near-darkness such blades become invisible. They are undetectable by *infravision* and *detect magic* spells and abilities.

A *sword of blackflame* is a *weapon* +4. By mental command, anyone holding a drawn *sword of blackflame* can bring magical *silence* into being in a 20-foot radius centered on the blade's hilt. The *silence* can be instantly ended by will of the wielder at any time, and can last for up to six continuous rounds. Up to four such periods of silence can be created by a *sword of blackflame* in an hour. All creatures within the area of effect



will be silenced with no saving throw allowed, including the blade-wielder.

A *sword of blackflame* can also reflect back at its origin one magical attack per round (additional attacks in a single round will have normal effects). This ability is automatic and only works once an hour. The power affects spells, natural magical powers, and the effects of magical items. The sword will suck all of an area-effect magic (such as a *fireball*) into itself, so that the attack does no damage to any creature within the area of effect. The attack is then cast back in full upon its source in the following round. This reflection can be escaped only by leaving the plane the sword is on, in which case the sword pulses to tell its bearer that this has occurred. The bearer can then discharge the magic wherever desired, with range and effects as originally cast or unleashed. This is the only case in which the blade-bearer can choose where to direct magic that the blade reflects. If no discharge is willed within the round, the sword will forever absorb the magic, silently and harmlessly.

Blackjammer's Cutlass**XP Value:** —**GP Value:** —

Book of Artifacts

Blackjammer's cutlass is a distinctive weapon of outdated style. The blade is fashioned from a nonreflective black crystal, and is clearly not metal. The hilt is silver and fitted with an enor-

5475

mous basket depicting a sailor being keelhailed. For all of its apparent size, it is far lighter than an ordinary cutlass. The cutlass is often found in SPELLJAMMER® campaigns.

It is said that *Blackjammer's cutlass* was forged in an old port hidden in the Tears of Selûne of Realmspace. Its first owner was a pirate now known only as Captain Blackjammer, his own name forgotten in favor of his sword. Whatever his name once was, Blackjammer is still viewed as a paragon of piratical ruthlessness and skill. Since Blackjammer's death (if he *is* dead, for there is some argument about this), the cutlass has passed through the hands of many other captains and mates. The last known owner of the sword was Elsun of the *Dragon Claw*, killed when her ship ran afoul of an elven man-o'-war. The story claims that the cutlass fell overboard and is now drifting in the Flow somewhere between Oerth and Krynn.

Although the cutlass first made its appearance in the SPELLJAMMER setting, there is no reason that it cannot be used elsewhere. Its powers are universal to all worlds where sailing and piracy occurs.

The powers of the cutlass, while useful, are not great enough to completely unbalance a campaign. Thus, the item can remain in PC possession for a long time.

The DM can use rumors of Captain Blackjammer's continued existence as the motive for several adventures involving the sword. In backwater ports, NPCs may be convinced that the character wielding the cutlass is Captain Blackjammer—and there is still a price on his head. Another possibility is that the captain still lives in a lich state and is determined to regain his sword.

Constant Powers: The cutlass has +2 bonuses to attack and damage rolls and improves the character's Armor Class by 2.

Invoked Powers: The cutlass can create the effects of a *darkness 15' radius* spell (at will) that does not affect the wielder. It also endows its owner with proficiency in all forms of navigation and seamanship (no chance of failure).

Random Powers: Three from Artifact Table 1–02: Combat.

Curse: *Blackjammer's cutlass* is imbued with a strong, freebooter's personality (Int 19, Ego 20). It can speak, doing so often and loudly, preferring bawdy songs and coarse jokes. It will insult the toughest thug in a bar, not caring if its owner is killed; there is always another. The owner also risks *artifact transformation*, being changed into a black-hearted pirate always on the lookout for ships to plunder and saying "Arrgh, matey!" far too much.

Suggested Means of Destruction:

- The cutlass must be subjected to the combined fire of the Elven Armada.
- It must be crushed between two rushing meteors.

Blackrazor

XP Value: 20,000

GP Value: 200,000

White Plume Mountain

Blackrazor, a chaotic-neutral sword +3, as an Intelligence of 17 and an Ego of 16. Its special purpose is to steal life essences. It is a black sword that shines like a piece of night sky filled with stars, and it is sheathed in a black scabbard decorated with pieces of cut obsidian. On a killing stroke, *Blackrazor* temporarily adds the number of levels of the dead foe to its bearer's levels (in terms of fighting ability). The bearer also temporarily gains the full hit points of the victim. All subsequent damage to the sword's wielder is removed from the added hit points first. The extra levels and hit points last a number of turns equal to the number of levels received. The essences of all entities killed by *Blackrazor* are sucked out and devoured; those killed by the black sword cannot be raised.

For every three days the sword remains unfed, its Ego increases by one point, until it can compel its bearer to kill a human or humanoid being. Upon feeding, its Ego returns to 16.

The DM will note that *Blackrazor* is a negative energy entity that exists by absorbing positive life energy levels from those it kills. However, if it even strikes a creature of negative energy such as an undead (except for ghouls and ghosts), it will work in reverse, transferring one level and corresponding hit points from the wielder to the creature attacked. It will do this each time it strikes. Under these conditions, the wielder can actually die and have his or her essence sucked out by the sword. If the wielder survives, he will need a *restoration* spell or twice the usual number of levels received from positive kills to replace the lost levels. Those killed for replacement must be of the same race as the sword-wielder. *Blackrazor* may very well keep this little drawback a secret until the first time the sword bites into a wight or a vampire. The DM must remember that *Blackrazor* exists solely to feel power and life forces coursing through itself, and sometimes it may not be too picky about where the energy is coming from.

In addition to the above, the sword has the following powers:

- Speech and *telepathy* (common and whatever tongues its wielder knows, which it learns *telepathically*).
- *Detects living creatures*, 60-foot radius.
- *Haste* spell (bearer only, 10 round duration), once a day.
- Up to 100% magic resistance to *charm* and *fear* (exact percentage depends on the level of the opponent casting such a spell; –5% per level difference if the caster is higher level than the sword wielder).

Blade of Black Ice

XP Value: 4,000

GP Value: 20,000

Rary the Traitor

Lord Robilar, Rary's companion and military commander, is a grim, black-haired, saturnine man with a brooding countenance, deep-set eyes, and a short goatee. In battle, he wields the *blade of black ice*, a sword said to have been forged by Iuz himself. Seemingly made of ice, the blade inflicts 1d10+3 points of damage (with an additional +3 for Robilar's Strength bonus), as well as acting as a *sword +3, frost brand*. The bonus against fire-based creatures is therefore +6 (+9 with his Strength bonus). With this sword, Robilar suffers no ill effects for wearing his armor in the desert.

Blades of Corusk

XP Value

GP Value

Dreamsinger: 3,000

18,000

The Edge: 3,200

16,000

Greenswathe: 4,000

20,000

Harmonizer: 3,000

15,000

Stalker: 1,800

22,000

Howl From the North

The blades of Corusk include the following blades:

Name	AI	Weapon Type
<i>Dreamsinger</i>	N	<i>Broad sword +3</i>
<i>The Edge</i>	CN	<i>Bastard sword +3</i>
<i>Greenswathe</i>	N	<i>Scimitar +3</i>
<i>Harmonizer</i>	N	<i>Defender, two-handed sword +5</i>
<i>Stalker</i>	NG	<i>Long sword +3</i>

Blade of Lathander

XP Value: 3,000

GP Value: 15,000

Curse of the Azure Bonds

The *Blade of Lathander* is a magical broad sword of incredible power, forged by a renowned dwarf smith in the fires of the morning sun itself, in the Temple of Lathander at Saerloon. It was created for one purpose: to slay the spirit of Tyranthraxus, master of the *Pool of Radiance*.

The sword is a *broad sword +3* with a blade of smoked ruby quartz, unbreakable in normal combat. On its golden pommel are the symbols of Lathander and Tyranthraxus, the latter crossed out. In normal combat, the sword functions as a *broad sword +3*. In combat with Tyranthraxus or those he has possessed, the sword will glow a bright pink. When it glows it is +6 on attack rolls and inflicts 3d10 points of damage. Tyranthraxus must make a saving throw vs. spell (at -6 for the body he inhabits) or be forced to retreat to the *Pool of Radiance*.

Unlike the *gauntlets of Moander* and the *helm of*

dragons, the sword has no other special powers. Since its forging, it has never been used against Tyranthraxus, though its existence is said to have kept him in the North during his peak of power. It was stolen from Saerloon and the Temple of Lathander 100 years ago, and has bounced from treasure vault to treasure vault for the past hundred years. Two years ago it was stolen from the Zhentarim by a halfling. The Black Network recovered the sword and sank the ship the thief was escaping in. The Zhentarim have since put out the rumor that the sword was lost at sea, when in reality it is being kept by Fzoul Chembryl in his tower.

Bladeless

XP Value: 4,000

GP Value: 20,000

Old Empires

This sword was created by the smith Holin. It has a hilt of solid silver (a much rarer metal in the South than gold) and is encrusted with opals. The blade itself is magical; it is *invisible* and intangible, seemingly without existence. The blade is really in the Ethereal Plane; it harms only those creatures that require magical weapons to strike them. It causes double damage to creatures affected only by magic, and it inflicts triple damage to undead. For the purposes of calculating damage, it is considered to be a *khopesh sword +4*.

Blood Drinker

XP Value: 4,400

GP Value: 22,000

DRAGON Magazine 99

A thirsty sword of wounding.

Bloodletter

XP Value: 4,500

GP Value: 22,500

POLYHEDRON Newszine 76

A chaotic neutral *long sword +3* (Int 17, Ego 16). Its primary abilities are *detect reptiles* in a 30-foot radius, *detect magic* in a 10-foot radius, and *detect invisibility* in a 10-foot radius. Its extraordinary power—wounds from *Bloodletter* continue to bleed, causing an additional 5 points of damage each round until the victim is magically healed. Its special purpose is to slay reptiles or anything resembling a reptile (the sword can't tell the difference). On a natural roll of 17 to 20 a reptile is automatically decapitated (save vs. spell to avoid). Against dragons, the sword does triple damage. The sword speaks Common, Orc and Elf.

Bloodsword

XP Value: 800

GP Value: 4,000

POLYHEDRON Newszine 82

This elegantly crafted long sword gives its wielder a +2 attack and damage bonus against any creature

5482

that has blood. Against foes without blood, such as undead, noncorporeal beings, or gaseous creatures, it functions as a normal sword. The sword never needs to be cleaned; any blood on the sword is immediately absorbed into the blade.

Once the sword is drawn, it must draw blood before it can be sheathed. The sword's wielder cannot sleep with the sword unsheathed, as the sword, which communicates *telepathically*, will keep its owner awake until its blood lust is sated.

Blue Dragon Bane

XP Value: 4,100

GP Value: 27,500

POLYHEDRON Newszine 76

This finely crafted artifact is a *long sword* +4, +5 vs. *blue dragons*. The sword gives its wielder several benefits; invulnerability to lightning-based attacks and the ability to cast a *globe of invulnerability* and *heal* each once a day. Each time the wielder slays a blue dragon, the sword casts *longevity* on the wielder, as the potion (including the side effects). The scabbard is magical. Should the sword ever be lost, the wielder can reclaim the weapon by grasping the scabbard and willing the blade to return.

Brightblade

XP Value: 2,700

GP Value: 27,000

Tales of the Lance

This two-handed sword is among the finest weapons ever crafted by dwarves for humans. Rumored to be over 2,900 years old, the *Brightblade* remains keen and vital, showing no wear from the long weaying ages. Legends regarding the sword remain few, lost with the death of the last of the Brightblades.

In the time of Vinas Solamnus, a warrior named Berthel defended a lone dwarf traveler from the savagery of bloodthirsty hobgoblins. As a reward, the dwarf noble crafted a beautiful shining sword for his savior. The sword bore the name of the *Brightblade*.

In the years that followed, Berthel wielded the *Brightblade* in the service of Vinas Solamnus during the Rose Rebellion. Afterward, Berthel's son Bedal took up the honor, and proved himself as heroic as his father. He singlehandedly defended a strategic pass from fierce desert nomads.

The *Brightblade* continued in the service of Berthel's line until its owner was slain and it was lost to ogres. After the Cataclysm, a descendant of Bedal's, Bayard Brightblade, recovered his family's sword, which he then passed on to Galen Pathwarden di Caela Brightblade, his adopted son. Although Galen's beginnings were humble, he became known as a knight of great virtue and prowess.

Through history the sword passed to Emelin



Brightblade, grandsire of Sturm, and thence to Angriff Brightblade. The sword was lost during the peasant rebellion called the Outcrying, but Sturm at last reclaimed his heritage when he came of age and faced down Lord Wilderness' challenge of the heart. The *Brightblade* defended Sturm to the last, when he fell at the High Clerist's Tower during the War of the Lance. The sword's current location is unknown.

The *Brightblade* is a two-handed sword +3 of dwarven make. It resists rust and corrosion and its edges never lose their sharpness. Strong dwarven runes of protection cover it, forbidding those unworthy to use it. Only those of noble heart, virtue, and courage can command its full powers. If used by one of dark purpose, weak beliefs, or evil will, it will shatter, and may only be restored by the grace of the gods.

The sword's runes of friendship and peace grant the wielder +2 to all response checks from others. Further, this two-handed sword has the speed and swiftness of a long sword. Finally, the *Brightblade* can summon light and provide *protection from evil* once a day.

Caeren-Uroth

XP Value: 2,600

GP Value: 13,000

POLYHEDRON Newszine 43

This is the fabled blade given to Reortin, a human ranger, who was hailed as "Defender of the Forests" by a large settlement of gray elves under

5485

siege by a platoon of gnolls who wanted to turn the forest into lumber.

The sword, whose name in Elf means "Blade of the Forest," grants abilities as if the wielder were an elf, and allows the bearer to automatically *speak with animals* and cast *animal friendship* three times each per day.

Caeren-Uroth is a broad sword +3 in the hands of any person who can wield a sword, but its special abilities only work when in the hands of a neutral good ranger. The sword is finely and simply crafted, and the crossguard is shaped like a ring of oak leaves. An amber gem in the center of the hilt contains a splinter of wood from a holy tree of Rillifane Rallathil. The sword's current location is unknown.

Calathangas

XP Value: 800 GP Value: 8,000

DRAGON Magazine 188

Also called the *rat blade* and the *sting of Xerastos*, this unique sword first appeared over 80 winters ago during a plague that swept the Dalelands. It was used by a warrior of Battledale named Rathinor, who eventually fell fighting a band of thieves in the wood, killing and wounding several of them before dying himself. The rogues were never seen again and presumably disbanded.

The blade disappeared for 15 years, until a young and ruthless soldier named Xerastos bought it from a peasant for the price of six sheep. He quickly grew in infamy as the captain of a small but powerful group of adventurers. His enemies feared him no less because of rumors of an awful curse upon his sword than for his prowess with the weapon.

Xerastos met his fate a decade later at the hands of an eager paladin who sought to destroy the blade. The paladin killed the wicked man and intended to return *Calathangas* to his church, but took ill before completing his quest and disappeared. The weapon has not been seen since.

Calathangas is a short sword with a very sharp, steel blade and a plain hilt set with a white moonstone (worth 250 gp). It is +1 on attack rolls and +3 on damage rolls. Although it is not intelligent, it is evil and inflicts lycanthropy (wererat) upon anyone who so much as holds the blade without passing a saving throw vs. spell; this check must be repeated each week the weapon is used.

In combat, anyone injured by the blade, but not actually killed by it, has a 20% chance of contracting wererat lycanthropy. The sword glows only when rats are within 50 feet of it; if the wielder desires, he or she can summon and control 2d12 giant rats (30%) or 6d12 normal rats (70%). They arrive in 1d4 rounds if any are

nearby. Should the wielder compete with a vampire or other creature for control of the rats, *Calathangas* succeeds 70% of the time.

Canopa's

XP Value: 4,000 GP Value: 15,000

Temple of Death

This sword +2 has an Intelligence of 8 and an Ego of 5. It can *find shifting walls and rooms* and *find traps*.

Captain's

XP Value: 3,000 GP Value: 15,000

Treasure Maps

The captain's sword is an *intelligent sword* +4 with a lawful evil alignment. It has the special ability to find treasure.

Casterbane

XP Value: 700 GP Value: 3,500

Castle Amber

This neutral sword +1/+2 vs. *spell users* has an 8 Intelligence and an Ego of 8. It *detects invisible* and *detects traps*.

Celestial Fury

XP Value: 3,000 GP Value: 30,000

DRAGON Magazine 181

Many years ago, fierce tempests and fires ignited by lightning ravished the province administered by daimyo Hoshi Katahiroi. The daimyo's advisers, all respected shukenjas, soon divined that Nature was not to blame, but a powerful dragon of an unknown order. Some of the wise men suggested that the creature was an abomination; others believed it was born of Primal Chaos before Kara-Tur was formed. All the advisers agreed to name it *Celestial Fury*.

Yet daimyo Hoshi did not want to categorize the scourge of his province; he wanted to destroy it. He commissioned the famed Chigatta (a reclusive artisan, master of mystic arts), to construct a weapon that might sunder the dragon's spirit as well as cleave its scaled body. Chigatta's labors resulted in the finest katana imaginable, dubbed *Celestial Fury* after the beast it was fashioned to destroy, and enchanted with the power of flight.

With this weapon, Hoshi sought his province's bane among the storm clouds. Shouts and roars resounded through the heavens for days, and forked fire lit up the nights. At long last, Hoshi destroyed the dragon's body and trapped its spirit within his sword, merging the two *Celestial Furies* and imposing order over chaos. To finalize his victory, Hoshi had Chigatta fashion a scabbard from the dragon's hide and embed its magic pearl in the hilt.

Yet the dragon had its revenge. Hoshi was

5490



skilled in battle but weak of will. *Celestial Fury*'s spirit took control of Hoshi, forcing him to slay Chigatta and then slay himself. The katana subsequently disappeared (most likely, Hoshi's grieving family discarded the traitorous weapon) and has perhaps changed many hands in the years since.

Celestial Fury is a katana of excellent construction—a flexible but unbreakable blade of razor sharpness, a hilt covered with comfortable leather, and a huge pearl fixed at its end. The magical characters for *celestial fury* are inscribed on the blade, which glows pale violet and crackles with electricity when drawn (5-foot radius illumination). The sword is sheathed in a scabbard of dragon hide, the slate-gray scales of which constantly flash with streaks of silver, blue and violet.

Only chaotic-good, chaotic-neutral, or chaotic-evil individuals may safely handle *Celestial Fury*; others receive an electrical shock for 9 points of damage each round they touch it. On compatibly aligned characters, *Celestial Fury* bestows complete immunity to all forms of lightning—mundane and magical—and protects the user and all possessions from wetness due to fog or rainfall (even during a hurricane) but not immersion.

Each time *Celestial Fury* is drawn, thunder and lightning explode from the scabbard, causing everyone within 10 feet to save vs. wands twice—once to prevent blindness for 1d4 rounds, the sec-

ond time, deafness lasting 2d6 rounds. The wielder is immune to these effects, and characters who take suitable precautions (those who do not look at the wielder or who stop their ears with cotton) save at +5. *Celestial Fury* is a +3 magical weapon with the following additional powers:

- **Storm Gathering:** Once drawn, *Celestial Fury* and its wielder are constantly surrounded by foul weather for a two-mile radius, despite the environment's natural tendency. This power has an effect similar to the 6th-level shukenja spell *control weather* except that the weather only gets worse—precipitation moves toward cloudiness, winds become stronger, temperature is unaffected. This effect cannot be dispelled, though an *anti-magic shell* will stop it.
- **Booming Thunder:** Each and every successful strike on an opponent causes a deafening boom. While of lesser intensity than the sound resulting from *Celestial Fury* being drawn, the thunder is sufficiently violent to stun an opponent for one round unless he saves vs. spell.
- **Shocking Blow:** Three times each day, the wielder may designate a given strike as a *shocking blow* before the attack die is rolled. A successful hit causes an additional 20 points of electrical damage. If the blow misses and the opponent wears metallic armor, a second attack roll against AC 10 is made; a hit signifies the opponent takes 10 points of damage from arcing electricity. Opponents in non-metallic armor must be struck for this power to work. Once called, the blow counts as one usage of *shocking blow*, whether or not it succeeds.
- **Lightning Strike:** Once a day, *Celestial Fury* may release a *lightning bolt* at a target within 240 yards, causing 10d6 points of damage.
- **Flight:** This power operates for four hours per day, at MV 18 and Maneuverability Class B.

Celestial Fury is a sentient weapon (Intelligence 12, Ego 9) of chaotic-neutral alignment. It communicates its desires through *semi-empathy*. Its thoughts revolve around causing foul weather and mindless exhibitions of power. It also seeks vengeance against the descendants of Daimyo Hoshi and Chigatta.

Chainsword

XP Value: 1,500

GP Value: 12,500

DRAGON Magazine 132

The *chainsword* is a huge, unique, two-handed sword that has the special purpose of slaying traitants. This weapon was created by a very secretive wizard named Jufe Bairo, who did the work under the commission of an evil warrior named Regenetir. Apparently, Regenetir has a great

5491

hatred of treants; the source of his anger is unknown (the bards didn't do a very good job of recording this story).

Regenetir, though certainly over 50 now, still actively hunts for treants. Recently, in fact, Regenetir came upon a treant and several druids at a place where many forest paths meet. A slaughter ensued. Because of the human casualties, the incident has become very famous and is called the Nexus Chainsword Massacre.

The *chainsword* itself is somewhat unusual, though it lacks decoration. About the edge of the blade is a series of small metal teeth set on a metal loop. An additional handle is mounted on the side of the weapon to aid in balancing it while the *chainsword's* toothed band is running. The weapon is 6-foot-long and weighs 25 pounds gp. When it was created, it cost 12,500 gp and took 55 days of labor. The construction of the *chainsword*, in addition to its enchantment, also required the research and development of a new spell that Jufe called *motion*. This research cost an additional 5,000 gp and took an undetermined amount of time.

Any being struck by the *chainsword* while it is "turned off" takes normal damage from a magical sword. If the toothed band is activated with the command word ("Gettun!"), an additional 1d6 points of damage is done by the rotating teeth. If used against an opponent wearing armor, the opponent's armor must save vs. crushing blow or be reduced one step in value; magical armor failing this save loses 1 point of enchantment or 1 special ability. If a treant is struck by this weapon, the rotating teeth are automatically activated, and the treant must save vs. petrification or be sawed in half and slain. Only treants are subject to this destructive effect. If the toothed band is activated, the user must hold the weapon by the hilt and by the secondary handle on the sword's blade in order to control it. Special attacks made without the use of the secondary handle are at -2 on attack rolls.

Details of the *motion* spell propelling the *chainsword* have been kept secret by Jufe, though spies have found it is a 5th-level spell which creates instantaneous velocity to affect the movement of an object. If cast on the wheels of a wagon, for example, a *motion* spell would allow the wheels to move independently of outside forces (such as horses or downhill slopes). Without *permanency*, the *motion* spell lasts only one turn per level of the caster, but during that time it may be turned on and off at the caster's command. This spell was cast upon the toothed band of the *chainsword* and made *permanent*. When the *chainsword* is activated by command or by striking a treant, the *motion* spell causes the toothed band to rotate at a tremendous speed and with great noise. The toothed band wraps

around the blade of the sword and through a hollow spot at the top of the hilt, allowing it to rotate in a continuous loop. The user, of course, loses all chances to surprise foes.

Certain imperfections found in the *chainsword's* operation may plague the wielder. First, when the weapon is cutting through a treant, the *chainsword* has a 10% chance to become jammed in place. The *motion* spell continues to operate, but since the toothed band can no longer move, the entire sword is swung about. A Strength check must be made on 1d20 to hold onto the sword and withdraw the blade. If the roll fails, the *chainsword* tears itself from the user's grasp and is stuck, requiring a bend bars/lift gates roll to free it. If the user manages to hold the jammed weapon, the sword makes a saving throw vs. crushing blow (as hard metal with its magical attack bonus as a saving throw bonus); failure indicates that the toothed band snaps, is flung from the weapon, and is either lost in the surrounding area or hurled at the wielder for 2d8 points of damage (50% chance for either result).

of Charm Person

XP Value: 250

GP Value: 2,500

DUNGEONS & DRAGONS Expert Rules Set

This sword can cast *charm person* (1st-level wizard spell) on command, up to three times a week. The effects are the same as the spell.

Chopping

XP Value: 800

GP Value: 4,000

DRAGON Magazine 179

This +2 weapon does 1 point of structural damage if used on an inanimate object, cutting through wood and stone equally well. It destroys an opponent's shield, if so commanded before the attack is rolled, if the sword hits the target's Armor Class; no damage is done to the victim, but the shield must save vs. crushing blow. Otherwise, it is merely a sword +2.

Clamorour

XP Value: 4,000

GP Value: 20,000

Hall of Heroes

Piergeiron, "The Paladinson," wields Clamorour, a *holy avenger*, the sword of his father, and though he prefers diplomacy to battle, he fights with the knowledge that he is blessed by his god.

of Cleaving

XP Value: 10,000

GP Value: 50,000

The Throne of Bloodstone

This lethal blade, swung by Glyphimhor, a powerful lieutenant in the Lower Planes, causes double damage on an attack roll of 18, 19, or 20. The sword requires a Strength of 18/00 or greater to use.

5495

Colada**XP Value:** 400**GP Value:** 2,000

DUNGEONS & DRAGONS Master Set

Colada was the sword of the hero El Cid. It is the equivalent of a *holy avenger* +5.

of Cold**XP Value:** 800**GP Value:** 4,000

Greyhawk

In addition to a +2 bonus vs. creatures of fiery origin, this weapon scores triple damage whenever a 20 is rolled. It is able to dispel a *wall of fire* and gives its user the same protection as a *ring of fire resistance*.

Companion**XP Value:** 1,400**GP Value:** 30,000

Old Empires

This *long sword* +3 currently belongs to Furifax, a tall half-elf fighter. He also calls the blade *My Brother of Arms*.

Corgon's BreathSee *Heart of Stone*, below.**Corellon's****XP Value:** 6,000**GP Value:** 30,000

Monster Mythology

The avatar wields a *long sword* +5 that causes 4d10 points of damage per round to anyone else holding it (double that for goblinoids).

Corthalis**XP Value:** 12,000**GP Value:** 60,000

POLYHEDRON Newszine 76

Corthalis is a brilliant, silver-bladed *sword* +2. However, in the hands of a woman with a Charisma of 17 or more, it is +5. The neutral good blade can speak Common, Elvish, Dwarvish and Orcish. However, it prefers to speak only to beautiful women. The sword's special abilities become known only to women who wield it. Twice a day the sword can shoot lightning equal to a *lightning bolt* spell cast at 9th-level. In addition, the sword can *detect evil* and *detect lies* each four times a day.

Courtain**XP Value:** 12,000**GP Value:** 120,000

DUNGEONS & DRAGONS Master Set

Courtain, known also as *The Short Sword*, was used by Ogier the Dane, a Paladin of Charlemagne (who, known as Holger Danske, is the folk hero of Denmark). The smith Munifican took three years to make *Courtain*. This sword combines the power of a *holy avenger* +4, a *vorpal blade*, and a *sword of sharpness*.

**of Cowardice****XP Value:** 2,000**GP Value:** 10,000

DRAGON Magazine 91

Developed by certain gods of mischief, notably Loki, this weapon is a magical *sword* +5 with a pommel formed in the shape of an animal, monster, or human head. The sword is capable of speech, with a minimum Intelligence of 14 and special abilities as determined by the charts under *Sword, Special*. This wonderful weapon, however, has also been infused with a cowardly personality. The first time it is swung at an opponent in combat, the *sword's* head-shaped pommel shrieks in terror and cries for help. The noise attracts all wandering monsters within a 120-foot radius. The sword continues to yell and cry for 2d6 turns unless a *silence* spell is cast upon it.

The sword will also attempt to avoid combat, twisting in the user's hands. The holder must make a successful open doors roll at the start of every combat round, or else the sword twists out of the user's grasp and falls to the floor, still shrieking. If the user can hold onto the weapon, it may be wielded normally during that round, with all appropriate bonuses to attack and damage.

Some of these swords are so timid that even being brought within sighting distance of a non-human monster causes them to start shrieking. Though these swords are not cursed to remain with a particular owner, they are often regarded

5502

as too valuable to dispose of (how many swords +5 does one find?) and are usually kept despite their disadvantages.

Crusader

XP Value: 6,000

GP Value: 30,000

The Mines of Bloodstone

Crusader, a long sword +5, holy avenger, provides 50% MR in a 5-foot radius, dispel magic at 17th level in a 5-foot radius, +10 damage vs. chaotic evil opponents. If a tanar'ri is slain with Crusader, the sword gains following special powers: heal once a day, strength once per day when fighting evil opponents, charm person on contact once per day. The sword will disintegrate a tanar'ri on a natural (unmodified) 20. It is telepathic with its owner, and can commune with the minor deity Lalibela once a week. The sword's Ego and Intelligence are 17. The sword will howl in anguish if the wielder runs from a tanar'ri. On the second instance of cowardice in the face of a tanar'ri, the sword will instantly teleport away, leaving its owner behind.

Crysome

XP Value: 4,000

GP Value: 20,000

Doc's Island

When used by a lawful good nonpaladin, Crysome will not reveal its true identity, but seems, by all tests, to be an unintelligent long sword +2. If touched by a creature not of lawful alignment, or one not good, it waits until it is used in combat, at which time it shocks the user for 3d8 points of electrical damage (no saving throw, no resistances apply unless of divine origin). When wielded by a paladin, the sword bestows 50% magic resistance in a 5-foot radius (automatic unless commanded otherwise), on command it can dispel magic in a 5-foot radius, as if a wizard of the paladin's level, does +10 damage vs. chaotic evil opponents (instead of +5, automatically).

Its other abilities and properties include an alignment of lawful good, (as a holy avenger), an Intelligence of 17, and an Ego of 38. It can detect evil with a 20-foot range on command, detect shifting rooms and walls with a 10-foot range on command, detect magic with a 10-foot range on command, detect invisibility with a 20-foot range on command, read languages on command or voluntarily, read magic on command or voluntarily, has telepathy with user, regenerates user 1 hit point per turn (automatic), and can teleport with user once per day (DM rolls normally, as the 5th-level wizard spell, but Crysome adjusts the roll by 5%, and the Initiative modifier for activation is +1—a maximum weight of 600 pounds can be carried). This sword can speak Common, Dwarf,

Halfling, Fire Giant, Gold Dragon, and High Elf.

Crysome's special purpose is to defeat chaos. When used against a chaotic opponent, a successful attack forces the victim to save vs. spell (including Wisdom adjustment, if applicable) or be paralyzed for 1d4 rounds.

As soon as Crysome is touched by a paladin, it informs the paladin of its name and abilities, in the order listed above, at the rate of one bit of information per round. This may be pertinent if the paladin needs to use certain abilities of the sword quickly (for example, to teleport out from within a lurker or trapper). Remember that a character's ToPS (Total Personality Strength) is Intelligence + Charisma + Level. Note the ToPS of Crysome (Intelligence+Ego) is 55; it usually controls all but the most powerful paladins. However, its behavior and preferences are for the ideals of the paladin. It is extremely lawful and good, and tolerates no nonsense from chaotics. If Crysome assumes control, it relies on the user for Wisdom and counts on its own Intelligence. Where applicable, the user thereafter introduces himself or herself by both names. In other words, if a paladin named Athelsta was using Crysome, as an example, she would introduce herself as "We are Athelsta Crysome, paladin."

Though often misinterpreted as the use of the royal or editorial "we," it is literally an introduction to the two life forces merged into one being. Needless to say, Crysome does not allow any other magical sword to be used by its paladin, regardless of the results of the comparison between personality strengths. It does not object to the use of other magical items or weapons.

Crysome uses the regeneration and teleport abilities as commanded or as needed, but does not use the latter voluntarily unless the situation is desperate. It demands that it be decorated once per month. If not appeased, it withholds abilities until satisfied (unless the user faithfully promises to "feed" it as soon as possible). It only accepts emeralds, rubies, or diamonds as decorations, and of a minimum value of 5,000 gp per month. The gems currently on its hilt total 50,000 gp in value.

Crysome was forged in the distant past, and, as one of the Great Legendary Swords, it leads young paladins on the road to fame and fortune. Once it has a paladin under its control, it does not needlessly endanger the character. However, it does occasionally wear out the users if they are not up to the epic tasks it sets before them.



Cuprumbane

XP Value: 700

GP Value: 2,500

DRAGON Magazine 99

This is a sword +2, a bronze dragon slayer. It can detect precious metals (type and amount) within a 20-foot radius and detect secret doors within a 10-foot radius. It has the ability to speak the blue dragon tongue as well as Common. It has an Intelligence of 14, an Ego of 7, and an alignment of neutral evil. This sword, often called *Cuprumbane*, is greedy, hateful, and probably has concerns for its master only insofar as its own interests are concerned. The sword's abilities are killing bronze dragons and finding their loot, however well hidden it might be. It speaks the blue dragon language so that it can communicate with them and find their most hated enemies, the bronze dragons. Whenever *Cuprumbane* gets within one mile of a bronze dragon, it tells the wielder where the dragon can be found. If the wielder does not immediately head to destroy the creature, the sword tries to overthrow the host's body. The wielder must roll a save vs. spell every 10 rounds (one turn) while within the one-mile dragon detection radius.

Cursed

XP Value: —

GP Value: 600

DUNGEON MASTER Guide

This is a sword that gives off a magical aura and performs well against targets in practice, but

when it is used against an opponent in combat it reduces its user's attack rolls by -2. Only by careful observation can this lowering be detected. All damage scored is reduced by 2 points, but never below a 1 in any event. The sword will always force the character to employ it against enemies, appearing in the character's hand. It can be gotten rid of only by means of *limited wish* or *wish*.

Cursed II

XP Value: —

GP Value: 400

DUNGEON MASTER Guide

This sword performs in all respects as a *weapon +1*, but when its wielder is faced by an enemy, the sword will weld itself to the character's hand and force him to fight until the enemy or the wielder is slain. After that, the possessor can loose, but never rid himself of the *cursed sword*. No matter what is done, it will appear in hand whenever an opponent is faced. The character can be freed of the weapon only by a *remove curse* spell.

Cursed Berserker

XP Value: —

GP Value: 900

DUNGEON MASTER Guide

This performs by every test, save that of the heat of battle, as a +2 magical sword of some sort. However, in actual battle its wielder will go berserk, attacking the nearest creature and continuing to fight until dead or until no living thing remains within 60 feet. The sword has a +2 bonus and otherwise acts as a *cursed sword +1*. The possessor of a *cursed berserker sword* can be rid of it only if it is exorcised via a *remove curse* spell or *wish*.

Cutter

XP Value: 2,000

GP Value: 10,000

Sabre River

Cutter is a *sabre +5* with a lawful good alignment. It has an Intelligence of 12 with the ability to speak common. The sword has the following abilities:

- The sabre can attack by itself and move through the air as if flying.
- The sabre can locate all secret doors within 10 feet up to three times a day.
- The sabre can read magical writings and scrolls.
- The wielder can inflict 4 times the normal damage for 1d10 rounds once per day.
- The sword can detect all types of gems within 60 feet by pointing itself in that direction.

Cutter's real name is Erbas, adopted son of Korse. As an infant, he was found on the banks of the river. *Cutter* is really the *polymorphed* sabre of the Alpathian general, created by the lightning

5509

that cut the sabre in two. *Cutter* is unaware of his true nature. He does not know he is a sabre.

As a boy, *Cutter* has the same abilities as the sword, with a few alterations. He can move and attack by himself, but only on foot and with his fists or a handheld weapon, he cannot do extra damage. *Cutter* can find secret doors as the sabre can. However, he doesn't always think to tell his friends what he sees. When they are not looking, he might pass through the secret door. *Cutter* can read magic and detect gems just as the sword can.

of Cymrych Hugh

XP Value: 8,000

GP Value: 40,000

Hall of Heroes

Tristan wields the *sword of Cymrych Hugh*, a long sword first used by his ancestor to defeat Kazgaroth and found the line of the high kings. When he found it, its hilt was wrapped in old, dull leather, and it rode in a scabbard of dull, brown leather. The blade, however, is silver, and it shines with a light all its own. The blade is emblazoned with a crest and motto in the Old Script. According to the "Ballad of Cymrych Hugh," the sword was forged by dwarf smiths from metal forged by the goddess herself. This sword is a *long sword* +4. It has a special purpose of defeating Kazgaroth. Its special purpose power is to cause *fear* in its target for 1d4 rounds. It can *detect evil* in a 20-foot radius and communicates by empathy. Its Intelligence is 12, and its Ego 13. If Kazgaroth is within 360 feet of the sword, and the wielder touches the sword by the hilt, a successful saving throw vs. spell must be made or the character is compelled to seek out the monster and do battle.

Cyric's

XP Value: 4,000

GP Value: 20,000

Waterdeep

Although it resembles a *short sword of dancing* +2, this chaotic evil weapon is intelligent and has powers almost on the level of an artifact. Its origin and purpose remain a mystery.

If directed to parry, the sword hurls back any weapon it contacts, regardless of weapon velocity or wielder's strength.

The sword has vampiric abilities. On any killing blow, the sword can drain all the blood and life energy of its victim. This causes the sword to glow a bright rose red. If the sword has not drained a victim in 24 hours, it gradually wanes in color.

If it desires, the blade can release drained life energy to *heal* or revive its wielder (but no one else). It cannot be forced to do this. The sword also keeps the wielder comfortable in extreme heat and cold.

The sword can speak with its user *telepathi-*

cally. It has an Intelligence of 17 and an Ego of 10. The sword has other powers determined by the DM.

This weapon's principle drawback is a curse that causes blood lust in the wielder. Also, as with many objects of powerful evil, the item gradually preoccupies its owner's mind. The wielder eventually grows paranoid, obsessed with the sword, and knows no peace if the sword is taken away.

Dale

XP Value: 900

GP Value: 4,500

Adventures in BLACKMOOR

Willem of the Heath (also known as the Blue Rider) was a legendary warrior who wielded a sword of blue flame and rode an incomparable blue-black stallion. The weapon legends speak of it as a *sword* +1, that flames on command. In essence, this is the equivalent to a *sword* +1, *flame tongue*.

of Dancing

XP Value: 4,400

GP Value: 22,000

DUNGEON MASTER Guide

On the first round of melee this weapon is +1, on the second +2, on the third +3, and on the fourth it is +4. On the fifth round, it drops back to +1 and the cycle begins again. In addition, after four rounds of melee its wielder can opt to allow it to "dance."

Dancing consists of loosing the sword on any round (after the first) when its bonus is +1. The sword then fights on its own at the same level of experience as its wielder. After four rounds of dancing, the sword returns to its wielder, who must hold it (and use it) for four rounds before it can dance again. In other words, it is loosed to dance for four rounds, going from +1 to +4, and must then be held by its wielder at a +1 state and physically used for four successive rounds of combat.

When dancing, the sword will leave its owner's hand and may travel up to 30 feet away. At the end of its fourth round of solo combat, it will move to its possessor's hand automatically. Note that the dancing sword cannot be physically hit, although certain magical attacks such as a *fireball*, *lightning bolt*, or *transmute metal to wood* spell could affect it.

Finally, remember that the *dancing sword* fights alone at the same level (and class) as its possessor—if a 4th-level fighter, the sword fights alone exactly the same; if a 7th-level thief is the wielder, the sword will so fight when dancing. Relieved of his weapon for four melee rounds, the possessor may act in virtually any manner—resting, discharging missiles, drawing another weapon and engaging in hand-to-hand combat—

5513

as long as he or she remains within 30 feet of the sword. If further than 30 feet from the weapon, it falls lifeless to the ground and is a +1 weapon when again grasped.

Bards can release a *sword of dancing* on any round in which its plus isn't a 1. Blades (a bard kit) of 5th level or higher can release the weapon after the first round; it will fight on its own for a number of rounds equal to the blade's level before returning for one round.

Dancing Sword of Bronze

XP Value: 4,800 GP Value: 35,000

Legends & Lore

This ancient weapon appears to be a tarnished sword of bronze. If wielded by a being with a Strength of at least 18, however, its true nature becomes apparent. It no longer looks corroded, and performs as a *sword of dancing* +1 as described in the DMG. When held by its owner, the *dancing sword of bronze* has the ability to shoot a 30-point *lightning bolt* once per round. If its owner is killed, or moves more than 30 feet away from it, the sword vanishes, only to reappear in its corroded form years later in some farmer's field. In the hand of any being with a Strength of less than 18, the sword appears to be nothing more than a corroded, -1 weapon of bronze.

Dancing Sword of Lightning

XP Value: 4,500 GP Value: 32,000

Gods, Demigods, & Heroes

A *dancing sword of lightning* behaves as a *dancing sword* except that it shoots one *lightning bolt* from its tip per turn that does 3d10 points of damage.

Darius's

XP Value: 800 GP Value: 4,000

The Lost City

This is a *sword* +1 that can cast a *light* spell on command with a glow of 30-foot-radius. This power can be used three times a day, and functions as though cast at the 12th level.

Death-to-Monsters

XP Value: 3,000 GP Value: 15,000

POLYHEDRON Newszine 76

This *bastard sword* +5 (Int 15, Ego 14) has a lawful good alignment. Primary abilities: *detect magic* 10' radius, *detect sloping passage* 10' radius and *detect traps* in a 10' radius. Special power—it paralyzes victims for 1d4 rounds (unless they save vs. paralyzation). Special purpose—slay nonhuman monsters. The sword speaks fluent Common.

Deep Sashelas's

XP Value: 3,000 GP Value: 16,000

Monster Mythology

The avatar's *long sword* +4 inflicts double damage on sahuagin and ixitxachitl and can create a 20-HD *lightning bolt* once a day.

Defender

XP Value: 3,000 GP Value: 15,000

DUNGEON MASTER Guide

This weapon gives its wielder the option of using all, some, or none of its +4 bonus in defense (improving Armor Class) against any opponent using a handheld weapon, such as a dagger, mace, spear (not hurled), or sword. For example, the wielder can, on the first round of battle, opt to use the sword as +2 and save the other 2 bonus factors to be added to Armor Class. This can be done each round. Note that there is also a *defender* +5. This is identical to the +4 sword with 1 extra bonus point.

Desert Blade

XP Value: 3,000 GP Value: 20,000

Land of Fate

This weapon is similar to the *sun blade* save that it is a great scimitar and requires both hands to wield. Optional: Roll on the table below to find the type of Genie affected by the sword.

Roll	Genie Type
1	Djinni
2	Dao
3	Efreiti
4	Marid

Dragonbait's Holy Avenger

XP Value: 4,000 GP Value: 20,000

Curse of the Azure Bonds

This oddly shaped *sword* +5 was Dragonbait's chief weapon during his adventures with Alias. It has a wide, top-heavy blade with jagged teeth and a short handle. It functions in the same manner as the *holy avenger sword*, providing a magic resistance of 50% in a 5-foot radius, dispelling magic at the same level as the wielder, and inflicting +10 points of damage to chaotic evil opponents. To all others, it functions as a *sword* +2. Humans in particular find this sword difficult to wield, and as such are -2 with it, regardless of its magical bonus, until proficiency with the weapon (technically a "saurial broad sword") is gained.

Dragon Claws

XP Value: 10,000 GP Value: 50,000

Mad Monkey vs. the Dragon Claw

The *dragon claws* are an evil artifact that may or may not have a malicious will of their own. Their

5522

origin is unknown. They are a pair of hooked swords, golden in color and extremely sharp, inflicting 1d10 points of damage each—save vs. crushing blow on a 2.

The greatest power of the *dragon claw* swords is to produce two more swords, which are then linked back to the original swords and their owner. The holder of the original *dragon claws* can see what the holders of the lesser swords can see, direct their actions, and, using the *dragon claw* school of fighting, pull hit points from other holders of lesser swords to *heal* wounds (the holder of the original swords can never lose hit points in this fashion). The lesser swords inflict only 1d8 points of damage. The fiend Lung Jua is the holder of the original *dragon claws*.

Dragon Crippler

XP Value: 600 GP Value: 3,000

Dragon Knight

This sword +2 has an additional +1 bonus against all evil dragons.

Dragon Slayer

XP Value: 1,200 GP Value: 6,000

DUNGEON MASTER Guide

This sword has a +4 bonus against any sort of true dragon. It inflicts triple damage against one sort of dragon (3d12+4). Note that an unusual sword with intelligence and alignment cannot be made to slay dragons of the same alignment. Determine the dragon type (excluding unique ones like Tiamat and Bahamut) by rolling 1d10.

Roll	Dragon	Roll	Dragon
1	Black (CE)	6	Gold (LG)
2	Blue (LE)	7	Green (LE)
3	Brass (CG)	8	Red (CE)
4	Bronze (LG)	9	Silver (LG)
5	Copper (CG)	0	White (CE)

In a Dragonlance Campaign: *Dragon slayer* swords are extremely rare on Ansalon. If the DM rolls a *dragon slayer* on the treasure charts, he or she should reroll. If *dragon slayer* comes up with the next roll, keep the item.

Dragonslayer

XP Value: 900 GP Value: 4,500

POLYHEDRON Newszine 76

There are as many varieties to these swords as there are dragons. The weapons deal out 3d12 points of damage against dragons, and 1d10 points of damage to all other creatures. Each is treated as a sword +2, +4 vs. a particular type of dragon. For example, a *blue sword* would be +4 on attack and damage rolls against blue dragons.

In addition, each sword has an alignment, and

will not strike dragons of the same alignment. For example, if a *red sword* had a lawful good alignment, it would not strike gold dragons.

of Dragon Slaying

XP Value: 900 GP Value: 4,500

GREYHAWK

Determine what type of dragon this sword is primarily meant to be used against (it is +2 against all other types), and when it hits such a dragon it does 4d10 points of damage. Roll 2d12 on the table below.

Roll	Dragon Type	Roll	Dragon Type
02	Amethyst	14	Green
03	Black	15	Mercury
04	Blue	16	Mist
05	Brass	17	Red
06	Bronze	18	Sapphire
07	Brown	19	Shadow
08	Cloud	20	Silver
09	Copper	21	Steel
10	Crystal	22	Topaz
11	Deep	23	White
12	Emerald	24	Yellow
13	Gold		

Drain Life Energy

XP Value: 2,000 GP Value: 10,000

DUNGEONS & DRAGONS Expert Rules Set

When this sword hits, it drains one life level or Hit Die (like a spectre) on command, in addition to normal damage. The sword can drain only 1d4+4 levels, after that it becomes a normal magical sword +1.

Draxalon, Defender of Feminine Virtue

XP Value: 2,000 GP Value: 11,000

POLYHEDRON Newszine 76

Draxalon is a sword +3 that allows its female wielder to cast *haste* upon herself once per day. The sword does not allow itself to be used by a male; those who try discover that they cannot lift the blade. *Draxalon* was created 200 years ago by the wizard Eriel for her sister, the fighter Diana. Diana wielded it for many years before she disappeared while adventuring in the ruins of Myth Drannor.

Dreamsinger

XP Value: 3,000 GP Value: 18,000

Howl From the North

Dreamsinger is a neutrally aligned weapon created for bards. It has a white steel blade, a platinum filigree crosspiece, and a pommel set with fine moonstones. In the hands of anyone other than a barbarian bard, it is simply a magical

sword +1. In the hands of a barbarian bard, it is a +3 weapon that also confers a -1 bonus to the AC and a +1 bonus to all saving throws. There is one exception to this: The wielder of *Dreamsinger* has a -1 penalty to saving throws vs. illusions and mind-affecting spells because of the strange mental effects of the weapon.

Dreamsinger allows a barbarian bard to cast spells from it. The spells *ESP* and *augury* are usable once per day each, and *divination* can be used once per week. The answers and information gained by the bard through the use of these spells should always be conveyed in a metaphor, simile, or allegory of some kind.

The special purpose of *Dreamsinger* is to find the other *Blades of Corusk* (*The Edge*, *Harmonizer*, *Greenswathe*, and *Stalker*), and this should be interpreted fairly strictly by the DM. *Dreamsinger* should be close to another blade, or close to someone or something that has information about the *Blades of Corusk*, for its special purpose powers to operate.

Dreamsinger has a vicious, special purpose power. It launches a 10-foot *firespear* of intense burning power in any combat situation related to its special purpose. This *firespear* is treated as a missile thrown by the wielder of the blade for attack roll purposes (maximum range of 80 yards). A successful strike inflicts 6d10 points of damage. No saving throw is allowed, but magic resistance (against 20th-level magic) applies, and half damage is sustained by a creature that is under the influence of a *resist fire* spell, a *ring of fire resistance*, or similar protection. The *firespear* can be launched twice a day.

When the *firespear* is launched from *dreamsinger*, a wave of sound ripples radiates out to a 60-foot radius from it with a faint antiphonal sound. This produces an effect equivalent to a *prayer* spell affecting the sword's user and the party positively and enemies negatively in the area of effect. This lasts for 1d6+6 rounds.

This special purpose power isn't communicated to the wielder initially. *Dreamsinger* makes it known only when its special purpose is first aroused.

Dreamsinger has an Intelligence of 14, communicates in its own special way (dreaming), and has an Ego of 12.

Dugmaren Brightmangle's Broad Sword

XP Value: 2,500 GP Value: 12,500

Monster Mythology

The avatar employs a *broad sword* +4 that can cast *feeblemind* twice a day.

Durandan

XP Value: 16,400 GP Value: 82,000

DUNGEONS & DRAGONS Master Set

Durandan (or *Durandal*, *Durandana*, or the *Inflexible*) was the Sword of Roland, given him by Charlemagne. It once belonged to Hector, the noble chieftain prominent in the fall of Troy. This sword combines the powers of a *vorpel blade* and a *sword of sharpness* +3.

Dyerwaen

XP Value: 1,200 GP Value: 6,000

DRAGON Magazine 188

Also known as the *Forester's Friend*, this unique weapon was forged by the gray elves of old Myth Drannor as the first men began to fill the Dalelands. It was given to Torek Craybeard, the leader of the new human settlement, as a token of friendship between the two races. When Torek died childless, he willed *Dyerwaen* to his nephew Tieren, who bore it proudly until his disappearance on a hunting trip six winters later.

The sword surfaced briefly 12 winters ago in the hands of a goblin raiding party. The goblins clashed with passing adventurers and were defeated; *Dyerwaen* was taken to Cormyr to be sold at auction. Stolen by thieves en route, it has not been seen since.

Dyerwaen is a fine steel broad sword with a rose etched along the length of the blade; its hilt is tightly wound with green velvet. It has a +2 attack bonus, but no bonuses on damage. The weapon sheds light (up to a 10-foot radius), and glows at the user's will.

In a forest setting, *Dyerwaen's* bearer is camouflaged so as to be 90% invisible when motionless, nor does he or she leave any trace when traveling through such an environment. In addition, if the sword is suspended from a rope, the blade always points to true north. The wielder is entitled to use the Tracking and Weather Sense proficiencies at a +2 bonus on ability checks.

A few spell effects can be used by the wielder of *Dyerwaen* as well. *Invisibility to animals* can be invoked at will, or *speak with plants* as a 7th-level priest once a day. These powers require only a command word and have an initiative modifier of +3.

Finally, elves and woodland creatures of good alignment regard the sword bearer as though his or her Charisma were 1 point higher, to a maximum of 18. *Dyerwaen* is itself chaotic good, although it has never displayed any sign of intelligence.

of the Ebon Flame

XP Value: 4,000

GP Value: 20,000

Mordenkainen's Fantastic Adventure

This *long sword* +2/+4 vs. *lawful good alignment*, is evil, usable by all evil alignments. It is not intelligent, although it can communicate through empathy. It has no ego at all. The sword's face and edge have many small, black flickering flames upon it, though these do not radiate warmth. When used in combat, the sword bursts into black flame, which runs from pommel to tip but does not affect the wielder in any way. Any victim hit by the sword must make a saving throw vs. wands or be burned for 1d10 points of damage in addition to normal sword damage plus magic and Strength bonuses, if any. A person burned by the sword catches fire, taking 1d4 additional points per round until the fire is extinguished. The burning victim makes another saving throw each round; if the save is successful, the flame is extinguished. The ebon flame cannot be doused by any nonmagical means, including water.

When unsheathed and held, this weapon gives the wielder infravision with a 90-foot range. The wielder is also harder to surprise, and receives 1d8 for surprise checks instead of the usual 1d6.

Each *sword of the ebon flame* comes complete with a curse determined individually by the DM. Normally, the curse of the sword consists of attack penalties when fighting some type of creature or alignment. For example, one sword might be -3 against lawful evil creatures while another might be -3 against fiends. Creatures named in the curse of the sword will become instantly aware of it when they come within 60 feet of it. There is a base 50% chance that these beings will attack the sword wielder because of this weakness, even if they had been neutrally disposed originally.

In addition to the above limitation, the sword inflicts 1d4 fewer points of damage than normal against creatures of water and fire, such as serpents, mermen, elementals, fish, dragons, and salamanders. All fires started by the sword will burn for only one round and then automatically extinguish.

It is thought that several varieties of these swords were made by some great artificer for all alignments. If researched by the player characters, the history surrounding their placement in the Flanaess will be scarce and unreliable, suggesting instead that the swords might be more likely found in the outer realms.

Ebonbane

XP Value: 3,000

GP Value: 18,000

DUNGEON Magazine 31

Ebonbane was crafted of a special cursed iron brought into the world from another plane. In its plane of origin, the metal was far less powerful than it is in Ravenloft. Like all evil things drawn into Ravenloft by the Dark Powers, *Ebonbane's* power has been greatly enhanced. The following information details *Ebonbane's* abilities when in Ravenloft.

Ebonbane's blade is a deep, jet-ebony and has been set with runes of purest evil. These act as *symbols* (of whatever type *Ebonbane* wishes); each *symbol* can be activated once per day. This weapon has all the powers of a *vorpall sword* +4 and a *flame tongue*, as well as the ability to move about on its own (MV 9) and attack by an innate form of *levitation* (at human height).

Ebonbane has an Intelligence and Ego of 17, is chaotic evil, and can communicate with both speech and telepathy. It can attack once per round with a THAC0 of 10, inflicting a base 1d8 points of damage. Anyone who tries to attack *Ebonbane* discovers that it is AC -10 and can be harmed only by magical spells and +3 or better weapons. Any successful spell or weapon attack against it scores 1 point of damage (regardless of what that attack would normally inflict). After 10 hits are inflicted, *Ebonbane* must make a saving throw appropriate for the type of attack. If the sword fails its throw, it breaks up and is destroyed. If it makes the saving throw, it is unharmed, and an additional 10 hits must be scored before it must save again. Multiple attacks from a single source (like a volley of *magic missiles*) count as only a single attack in fighting *Ebonbane*.

Ebonbane controls the weather about Shadow-born Manor, generating any effect the DM desires, from lightning to wind storms. It can also *command blades* (any sword or dagger, including artifacts) to animate and attack people (THAC0 10, damage by weapon type); innate powers of such swords function (such as *vorpall* or *life stealing* powers), but triggered powers do not (*sunray* or *wish-casting* powers). Like all the domain lords of Ravenloft, *Ebonbane* is the absolute master of all that transpires in its own domain. If it wants the walls of the manor house to bleed, they bleed; if it wishes pillars of stone to rise out of the earth, they rise.

Each round that a person grasps *Ebonbane's* hilt and attempts to wield it in combat, the "Weapons vs. Characters" rules in the *DMG* should be consulted. If the wielder is dominated by *Ebonbane*, his or her spirit is instantly consumed and *Ebonbane* controls the former PC's body (this does not happen to those struck by the

5534

blade). *Resurrection* of the PC is now impossible. Such a body acts like a zombie, 0-level human under the control of the sword (death follows in 1d6+1 days). If the PC is not *dominated*, the weapon is a *vorpall* blade and *flame tongue*.

Being an unnatural creature, *Ebonbane* sustains itself by drawing off the life energies of living creatures in its domain. All animal life has perished around Shadowborn Manor as a result. Nonmagical healing cannot take place; spells, psionics, or magical items must be used to recover from wounds suffered here.



Ebonbane II

XP Value: 3,000

GP Value: 18,000

Darklords

Not all of Ravenloft's foul lords are living or once-living things. One, at least, is fashioned from cold metal and even colder darkness. Manufactured in a forge of foulest evil, the enchanted sword *Ebonbane* has repeatedly proven its right to a domain in the Demiplane of Dread.

Physically, *Ebonbane* appears as a slender-bladed, long sword. Its hilt has been cast from a single piece of silver that, mysteriously, never seems to tarnish. Although ornate, *Ebonbane*'s pommel has no special powers or abilities.

Its blade is fashioned from a strange, alien metal that was brought to the Prime Material Plane from another dimension. Along its length, the keen blade is set with foul-looking runes of

purest evil. These runes have many powers, all described later; they seem to glow with an eerie black aura.

The macabre lore that surrounds the origins of *Ebonbane* begins, curiously enough, with a tale of justice and devotion to the holy cause of truth. Centuries ago, there lived a young woman named Kateri Shadowborn. Her parents were wealthy, but they were humble and just people. Much of their money went to the betterment of life for all those who dwelled in their lands.

As Kateri grew from a little girl into a young woman, she began to feel an emptiness in her heart. For all the good that she and her ancestors had done, there was something missing. By the time she had reached her midteens, Kateri Shadowborn knew what it was that she needed.

From that time on, she vowed to follow the holy path of the paladin. No longer would the Shadowborn name be simply associated with kindness and mercy; now it would be synonymous with justice and holy vengeance. As the years passed, Kateri Shadowborn fought evil on every front. She single handedly drove back hordes of marauders and destroyed nests of evil that threatened the well-being of her church.

Despite her prowess, Kateri Shadowborn was as vulnerable to time as any mortal. Eventually she was forced to lay down the holy sword that had served her for so many years. Having had no time in her busy life for romance, courtship, or motherhood, she planned to live out her autumn years peacefully. From her home in the ancestral Shadowborn Manor, she would oversee the family wealth and its allocations to charity. In the end, when she died, she planned to turn all of her family's possessions over to the church. The Shadowborn name would die with her, but the good that it had done would live on for decades.

Such a quiet end to a warrior's life was not to be, however. In her day, Kateri had made many enemies. While most of those who had opposed her church and its teachings had been destroyed or converted, there were others who plotted revenge.

One such group, a band of evil priests in the service of a dark deity whose name is best unspoken, decided that Lady Shadowborn had to die. Further, as an example to all who opposed their dark designs, she had to die horribly and in some way that would destroy her much-vaunted faith.

Over the course of several months, they began to fashion an evil magical weapon: the sword that was to be called *Ebonbane*. When the final dark rune was set upon the blade, an evil being from the Outer Planes was imprisoned in the weapon. Much to the surprise of the sword's creators, how-

5535



ever, the spells that they had woven to control the extradimensional entity were woefully inadequate. When they cast the last component of this mystical enchantment upon *Ebonbane*, they found its power turned back upon them. Now they were slaves of the presence they had attempted to contain.

One aspect of the magical spell cast on *Ebonbane* did succeed, however. Although the sword was free-willed, it still had become gripped with an utter hatred for Lady Shadowborn and all her works. The weapon quickly began to plan her destruction.

Ebonbane arranged to be found by a monk from a monastery near the Shadowborn estate. As soon as the unsuspecting holy man reached out to touch the weapon, *Ebonbane* struck. Lashing out with its titanic will, it utterly destroyed the monk's vital life energies and took over his body.

With the body of the monk nothing more than a puppet under the control of the evil *Ebonbane*, the sword instructed the monk to carry it to Shadowborn Manor. When the monk was received by Lady Shadowborn, he explained that the workers at the monastery had found this sword and wanted her advice on what to do with it. When Lady Shadowborn saw the unholy weapon, her natural ability to sense evil warned her of the treachery.

The battle that followed was magnificent. With every ounce of faith that she could muster, the aging paladin fought off the influences of the weapon. Time and time again, the animated sword tried to run Lady Shadowborn through, but always her holy sword turned it aside. In the end, however, *Ebonbane* was too much for her. Calling on all the power of the dark dimension that had spawned it, *Ebonbane* delivered a final titanic blow that shattered Lady Shadowborn's *holy avenger*.

As the battle had raged on, *Ebonbane* was unaware that it was drawing the attention of Ravenloft's dark powers. With each iota of fiendish energy that it drew from the evil plane of its birth, it increased their interest in it. Finally, as the last stroke of this deadly artifact took the life of Kateri Shadowborn, the Mists engulfed the estate.

When *Ebonbane*, thrilled with the victory that it had won, tried to leave the grounds, it found that it could not. At every turn, it was confronted by an impassable stone wall. It was imprisoned in the Demiplane of Dread.

Ebonbane has found its time in Ravenloft utterly unbearable. It knows that its powers here are a hundred times what they were in the outside world, but it feels that this is no consolation for

the loss of its own freedom.

Curiously, *Ebonbane* has never been able to grasp the full meaning of what has happened to it. It believes that it has been imprisoned by some trick of Lady Shadowborn. Even if confronted with absolute proof that it is imprisoned in a special demiplane full of evil creatures, *Ebonbane* would not believe this. In fact, the odds are good that anyone who dares to confront it with such information would die horribly.

In addition to its own rage over having been imprisoned in Ravenloft, *Ebonbane* finds that it has not been wholly successful in its attempt to slay Lady Shadowborn. The paladin, now in the form of a geist, remains a part of her ancestral home and, thus, of *Ebonbane*'s domain.

Ebonbane has tried many times to drive Lady Shadowborn from its land, but it has always failed. The vital faith and religious strength that guided her through her life as a paladin still serve her in death. So long as Lady Shadowborn's pure faith remains unshaken, she seems to be able to resist *Ebonbane*'s powers.

From time to time, when certain signs are right and the stars are in their proper positions, Lady Shadowborn is able to reach out of Ravenloft and draw in persons who are directly related to her. Thus, in addition to serving as a thorn in the darklord's side, Lady Shadowborn has sought to destroy it several times. While she has been no more successful at defeating it than it has been at breaking her spirit, these occasional attacks have only served to remind *Ebonbane* that it is not the absolute master of all that takes place in its domain. *Ebonbane* has destroyed every group of heroes that Lady Shadowborn has been able to call into Ravenloft to battle it. With each defeat it feels the faith of its enemy slipping a little bit.

Lady Shadowborn has learned that *Ebonbane* can be destroyed only by those who can gather together four "keys" and use them against the evil blade. Each of these magical components is based upon one of the four elements and has a special significance. The key of earth, for example, is symbolic of the metal from which *Ebonbane* was fashioned, and the key of fire represents the evil flames that forged its body into its current shape. *Ebonbane* is unaware that these elemental components even exist, let alone that it can be destroyed by them. Thus, it is possible that a group of heroes drawn into the domain by Lady Shadowborn may one day be able to assemble these keys and use them against *Ebonbane*. With each failure, however, the power of *Ebonbane* becomes stronger and the faith of Lady Shadowborn diminishes. If she is to be freed from the curse of an eternal battle of wills with *Ebonbane*,

5535

it must happen soon.

Although *Ebonbane* is as much a thinking creature as any of Ravenloft's other lords, it is wholly inorganic and, as such, difficult to quantify in game terms. The following conventions should suffice for encounters with the dreaded *Ebonbane*.

Ebonbane: AL Chaotic Evil; Str N/A, Dex N/A, Con N/A, Int 17, Wis 17, Cha 15, AC -10; MV 9; Level/HD n/a; hp n/a; THAC0 10; AT 1; Ego 17; Dmg 1d8; SA See text; SD See text; MR Nil.

Long before its imprisonment in Ravenloft, *Ebonbane* was both powerful and intelligent. Infused with a cruel and cunning intelligence by its creators, it could communicate telepathically or by speech with anyone who held it. If wielded in combat, it acted as a +4 weapon. When not in the hand of a warrior, however, *Ebonbane* was far from helpless. It could move about via an innate form of levitation and strike on its own.

As is often the case, however, *Ebonbane* found that its transformation into a darklord greatly increased its abilities. Like all the lords of Ravenloft's domains, *Ebonbane* is now an almost unstoppable force.

The runes on *Ebonbane*'s blade are powerful and unholy, so much so that they act as *symbols* of whatever type it wishes. It can invoke each manner of *symbol* but once per day, however, so some measure of protection against this attack form can be had by careful record keeping on the part of those exploring its domain.

Ebonbane is a +4 weapon able to move about and attack at will via its own levitation ability. Since coming to Ravenloft, however, *Ebonbane* has also acquired the powers of a *vorpall sword* and a *flame tongue*.

Although *Ebonbane*'s domain (Shadowborn Manor and its grounds) is small, its power there is virtually absolute. For example, the weather around the manor is wholly under its control. It can change a peaceful spring day into a freezing ice storm. This power extends to the point of controlling day or night, the phase of the moon, and similar effects. Thus, *Ebonbane* could cause the sun to stand high in the sky, as if at noon, for hours on end only to have it suddenly plunge beneath the horizon when a party of adventurers nears the manor itself.

Another of *Ebonbane*'s more dangerous powers is the ability to animate blades. No sword or dagger is safe from the evil powers of *Ebonbane*, not even *holy avengers* or artifacts like the *sword of Kas* or the mighty *Excalibur*. At will, *Ebonbane* can animate any and all swords and daggers

in its domain and cause them to attack nearby characters or creatures. These weapons strike with a THAC0 of 10 and inflict their normal damage with each successful strike. Magical abilities inherent in the weapon, such as those of a *vorpall blade* or a *sword of life stealing*, function normally, while those requiring a trigger by the wielder, as is the case with the sunray power of a *sun blade*, do not work. *Ebonbane* greatly enjoys turning a party's own weapons against its members and will often hold back on more lethal attacks in order to satisfy its taste for this vicarious hacking away at victims.

Ebonbane is able to dominate those who wield it in accordance with the normal rules for intelligent weapons in the *DMG*. When it takes control of the person wielding it, *Ebonbane* instantly destroys its holder's spirit. What remains of the living body of someone who has lost such a duel of wills with *Ebonbane* is nothing more than a husk. The body remains alive for a few days (a week at most) and then simply collapses and dies. While the body lives, it obeys *Ebonbane*'s commands and, in game terms, acts much like a zombie.

Since it is an unnatural creature, *Ebonbane* survives by drawing off the life energies of living creatures that enter its domain. Because of this, nonmagical healing does not take place in or around Shadowborn Manor. The natural recuperative powers normally associated with living creatures are drawn off by this dreadful sword and serve to satisfy its dark hunger.

The Edge

XP Value: 3,200

GP Value: 16,000

Howl From the North

The Edge is the most unusual-looking sword of the five *Blades of Corusk*. It is a bastard sword whose blade is made from grayish steel. Its edge never dulls or nicks. Attempts at sharpening and honing its edge are fruitless. It is said *The Edge* is so sharp that it splits hairs with the slightest touch.

The hilt of the sword is covered in soft suede leather, giving the sword a comfortable feel. Jutting from the pommel, three blackened daggers point outward like venomous fangs. These daggers can be commanded to fly from the pommel as though they were *arrows of accuracy* +2. An attack roll is required, as though firing an arrow. All three daggers can be shot in one round if the wielder so chooses.

The daggers streak to their target. If they hit, the opponent must roll a successful saving throw vs. poison with a -2 penalty or die instantly. The daggers can be shot off while the fighter strikes with the sword; the command is a single word

5536

(*The Edge* informs its wielder of the command word). After firing, the daggers must be retrieved and placed in the pommel. Should the fighter lose two of the daggers, the remaining dagger no longer has the capacity to fly on command. (The daggers are poisonous only when they are commanded to fly from the pommel; otherwise they are *daggers +1*.)

This sword was especially made for a pure fighter's hands. In this case, paladins, rangers, and all other fighter subclasses are excluded. In the grasp of a fighter, *The Edge* is a *bastard sword +3*. Should any other character class use this sword, it serves as only a *bastard sword +1* with no other benefits.

The Edge gives the fighter who possesses it a unique ability. Should the character roll a natural 18 through 20 on an attack roll, the sword slices through whatever was in its way. If the opponent was parrying with a weapon, *The Edge* slices through the weapon as though it was lard. (If the weapon attacked is magical in nature, the weapon is required to roll a successful saving throw vs. disintegration with a -3 penalty, otherwise it permanently loses a plus or a special ability—determined randomly by the DM. This drain continues with each additional high-quality hit until the weapon is destroyed.)

If armor is struck with an 18 to 20 attack roll, the armor must roll a successful item saving throw vs. disintegration with a -3 penalty or lose 1 point of magical bonus or special ability—determined by the DM or randomly. When the armor is no longer magical, it is damaged, penalizing the AC it gives by one point. When the AC of the armor is reduced to 10, it is completely useless.

The Edge has an alignment of chaotic neutral, possesses an Intelligence of 16 and an Ego of 12. *The Edge* has the ability to find *Harmonizer*, the fifth *Blade of Corusk*. *The Edge*, when held by the blade-stops, points toward *Harmonizer*. This works only when the blade is within 1,000 feet of *Harmonizer*.

of Efreeti Slaying

XP Value: 900

GP Value: 4,500

Creature Catalogue

The mighty leader of the Brotherhood of Sun Brothers is rumored to wield a glorious *sword of efreeti slaying* that instantly kills all efreeti with a successful strike (and a subsequent failed saving throw vs. spell on the part of the efreeti).

Elkhorn's

XP Value: 500

GP Value: 2,500

The Shady Dragon Inn

Elkhorn's sword +1 is set with a huge ruby that glows when he is within 25 feet of gold.

Elquillar

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 188

Also known as the *sword of many faces*, this unique blade has been difficult to trace but is at least 700 winters old. Although some scholars maintain that it was forged by the elves to spy upon the activities of young and rising races, it is probably the work of a Calishite illusionist named Akhir Ahad, who was forced to excel in sorcery by the power of his political enemies. Legend reports that he constructed the weapon to help him escape numerous assassins. Eventually, the night rogues caught him, but not before he had passed the blade on to his most trusted bodyguard, whose name has escaped the record books. The latter used it to such effect that it is impossible to locate it with certainty until some 300 winters later, when it appeared at an auction in Waterdeep. A number of murders ensued, and the sword was again lost.

Its most recent wielder is said to be an assassin who calls himself "The Rider in White." He is a well-educated individual with an excellent reputation, working artfully rather than with cruelty. Many of the little governments surrounding the Inner Sea have at one time or another hired him to remove undesirables, the victims often (though by no means always) being of evil alignment.

Elquillar can change its shape to become any type of sword, scimitar, or dagger, though it's always +1 on attack and damage rolls. Such a transformation occurs whenever the wielder desires another weapon to appear, and it takes less than a round to complete. Multicolored runes spelling out its name appear on the blade regardless of its current shape or any efforts to conceal them.

Elquillar's master may alter his or her own shape as though wearing a hat of disguise; this requires that the sword be kept on the person, though it needn't actually be held (it can be in its scabbard). Furthermore, the bearer is protected as though by a *ring of mind shielding*, although in this case *Elquillar* must be firmly grasped in the hand. Finally, whenever this weapon touches (or strikes in combat) a creature in other than its natural form, *Elquillar* returns the target to its true shape. There is no saving throw against this effect. Thus a gold dragon, a shape-changed wizard, a vampire, a polymorphed griffon, or a doppelganger might all be induced to assume their normal appearances at a touch.

5539

Elven**XP Value:** 400**GP Value:** 2,000

The Elves of Alfheim

This blade is made from enchanted oakwood treated with the sap of a *Tree of Life*. It is as light as a short sword but as long as a normal sword (or a broad sword) and harder and sharper than steel.

The damage done by this weapon is 1d6+1 and it counts as a magic weapon, though not as a weapon with pluses. Thus, it can affect lycanthropes, gargoyles, and spectres or any other monster that can be affected only by magic weapons, but it does not affect monsters that must be struck with a +1 weapon or better.

Elven II**XP Value:** 400**GP Value:** 2,000

DRAGON QUEST Game

This magical blade looks like any other sword until it is used in combat. Then, the blade gleams with a magical blue light, and the sword becomes as light and easy to use as a dagger. Anyone who uses this sword in combat adds a +1 bonus to attack and damage rolls. This is a medium weapon (Size M; Dmg 1d8+1).

Emperor's**XP Value:** 19,400**GP Value:** 97,900

Legends & Lore

This samurai sword is a *sword of dancing, life stealing, and sharpness +5*, but it becomes a *cursed berserker sword* in the hands of anyone but a member of the Imperial family.

Enchanted Sword of Sylaire**XP Value:** 1,200**GP Value:** 6,000

Castle Amber

The *enchanted sword of Sylaire* is a *sword +3/+5 vs. undead*. Its purpose is to slay undead and it automatically kills any undead it hits on an unmodified roll of 18 or better. It can also detect evil and detect invisible and gives the user the ability to *fly* (as the spell) for up to three turns three times a day.

Equalizer of Gran March**XP Value:** 10,000**GP Value:** 50,000

GREYHAWK Adventures

Also known as the *sword of neutrality*, this silver long sword is a tool for the balancing powers of the universe. Its creator desired that it be used to equalize (or, more accurately, to terminate) the extremes of nature, shifting the universe closer to the true neutral alignment. Only a character of true neutral alignment can fully use this sword. In the hands of such a character, the weapon is treated as a +3 weapon when determining what can be hit by it, even though its

attack and damage bonuses are only +1. In the hand of a true neutral character, the sword receives special combat modifiers according to the opponent's alignment:

Opponent's Alignment	Attack Bonus	Damage Bonus
Lawful neutral, chaotic neutral	+1	+2
Neutral good, neutral evil	+2	+4
Lawful good, chaotic good	+3	+6
Lawful evil, chaotic evil	+3	+6

Each time an opponent of an extreme alignment is struck, the creature must make a saving throw vs. spell or be disintegrated. Against true neutral opponents the sword receives only the bonuses of a *long sword +1*.

Everstriking**XP Value:** 800**GP Value:** 1,000

DRAGON Magazine 91

An *everstriking sword* always hits an intended target unless an impossible blow is attempted, like striking at a character who is out of range. This weapon has no attack or damage bonuses, but a peculiar thing happens play when such a sword is used in combat.

If the sword is swung at an opponent and the die roll indicates a miss, then the wielder of the sword loses a number of hit points equal to the difference between the failed attack roll and the number needed to hit the target—and the sword does hit, in effect using the wielder's own energy to guide the attack home. This energy drain is felt as a sudden, sharp pain coupled with a feeling of exhaustion.

If the sword is used against a creature that can only be hit by magical weapons, it drains an extra set of hit points for every "plus" normally required to hit such a monster—double the amount against a creature hit only by +1 weapons, three times the amount against a creature hit only by +2 weapons, and so forth. Regardless of the number of hit points needed to make a successful attack, this sword always does only normal damage for whatever type of sword it is, with a damage bonus for Strength added if applicable.

Any character who uses this sword once in combat is cursed to always draw the sword in any further combat, and will ignore all other weapons carried in favor of this one. This curse can only be removed by a *wish* or a *remove curse* spell, and the sword must be discarded immediately after that.

Evil Wyrmslayer**XP Value:** 1,200**GP Value:** 6,000

POLYHEDRON Newszine 76

This sword +2, +5 vs. *evil male dragons*, makes its wielder immune to the effects of dragons' fear aura. It confers a +5 bonus to all saving throws against the breath of evil dragons.

Evithyan's Blade**XP Value:** 2,200**GP Value:** 11,000

DRAGON Magazine 188

Evithvan was a high elf hero of old, no less a skilled wizard than a warrior. It is widely held that he fashioned this sword himself, nearly 1,000 years ago in ancient Myth Drannor, then used it to fight the drow in the Underdark. When his time came to pass over the sea to Evermeet, he gave the weapon to his apprentice, Calthalyon. In turn, the young elf used it to great effect and eventually handed it to another. This changing of the guard lasted for several hundred winters, until one elf met a premature fate and the blade was lost.

It reappeared in Hillsfar 70 years ago in the possession of a novice thief, who had somehow stumbled upon the weapon. He was poisoned in less than a week; although he survived, the sword was taken and has not been seen in the years since.

The long sword has a well-balanced steel blade, the haft being of mithral and set with a small emerald. The sword is normally of +3 enchantment. When used against the drow, however, it becomes +5. On a natural 20, the blade drains 2d4 Constitution points in addition to a dark elf, unless a saving throw vs. spell is made. The lost points can be regained at a rate of 1 point per day of complete rest. Any elf who loses all Constitution points to the blade will die. The drow are aware of this and fear the weapon accordingly; they must make a morale check whenever they are confronted by *Evithyan's Blade*.

Excalibur**XP Value:** 8,000**GP Value:** 80,000

DEITIES & DEMIGODS Cyclopedica

King Arthur wields the sword *Excalibur*, a +5 lawful good sword of sharpness, whose scabbard prevents him from being cut by any attack. Thrusting and slashing attacks against Arthur do half damage (from the force of the blow), and bludgeoning attacks do full damage.

Excalibur II**XP Value:** 20,000**GP Value:** 200,000

New Item

Also known in Old French as *Escalibor*, and occasionally as *Calibar*, this is the legendary



Sword in the Stone that was given to the Lady of the Lake upon the death of Arthur, King of all the Britons. In the unlikely event that this unique artifact is ever found in a campaign, it is a +10 (to attack and damage), lawful good weapon. A *holy avenger*, *Excalibur* has all the other *holy avenger* abilities. It telepathically bonds with a lawful good paladin (and only a paladin) of at least 7th level—*Excalibur* and the character becoming a single being during combat. It will not permit any other character, even of lawful good alignment, to pick it up—the hilt slips out of the hand as if it were greased. If a character of evil alignment so much as touches the scabbard, he or she must save vs. paralyzation, or be frozen to the spot for 2d10 rounds. (A second touch by the same character results in death, no saving throw allowed.) Upon the death of its paladin, a *geas* is placed on the paladin's companions (or, if the warrior died alone, its next nonevil discoverer—if not a paladin) to return the sword to the Lady of the Lake. In this case it will permit itself to be carried, and even to be used in the defense of its return, by any lawful good character (but functions as a *holy avenger* +5). If the party does not have another lawful good character, one will have to be found. In that case, until such a person is found, *Excalibur* will permit itself to be carried, if necessary even wielded as a *broad sword* +3, by any character of good alignment.

Excalibur III

XP Value: 8,000

GP Value: 80,000

Legends & Lore

Given to Arthur by the Lady in the Lake in return for a favor to be named later, *Excalibur* is the magical sword that gave Arthur the power to unite the kingdoms of Britain. Its origins are as misty as the location of Avalon, but it is clear that the weapon was forged by some supernatural being in order to assist worthy kings in defending Britain. *Excalibur* is a sword of sharpness +5 that can only be wielded by a lawful good warrior of 18 Strength or greater. If stolen, taken by treachery, or lifted in an evil cause, *Excalibur* will break upon contact with another weapon. It can only be mended by returning all of the pieces to the Lady of the Lake, and she will only mend it for a worthy king, such as Arthur.

As valuable as *Excalibur* itself is the sword's scabbard, which prevents blood from flowing from its wearer's wounds. Anyone wearing the scabbard suffers damage only from bludgeoning, magic, fire, and other forms of noncutting attacks. The scabbard functions only for a lawful good wearer.

Farrinae

XP Value: 3,000

GP Value: 15,000

POLYHEDRON Newszine 76

This is a special dragon slayer. Farrinae is an intelligent (Int 15, Ego 10) female sword, chaotic good by alignment. She is able to communicate verbally in Common, Dwarf and the languages of all good dragons. Created to slay evil dragons, she is +1 vs. all opponents, but +3 vs. evil dragons. Farrinae does double damage to green and blue dragons, can detect all dragons in a 150-foot radius, bestows a +2 bonus to her wielder's saving throw vs. dragon breath, and gives her wielder a +4 Charisma bonus with respect to dragonkind.

Fate's Promise

XP Value: 4,000

GP Value: 20,000

1992 Fantasy Collector Card 134

Shalandain recovered this highly magical and intelligent sword from the wreckage of a neogi mindspider. The sword, named *Fate's Promise*, grants a magic resistance of 50% in a 5-foot radius, dispels magic in a 5-foot radius, and grants a bonus of 10 additional points of damage upon chaotic evil opponents. In addition, *Fate's Promise* can cast strength once a day and heal twice a day.

Fiendbane

XP Value: 4,000

GP Value: 20,000

DRAGON Magazine 91

Legend speaks of a great, multicolored blade whose origin has been forgotten, but which was

wielded by the great paladin Nord in his single-handed destruction of the Citadel of Conjurers. It is written that he overthrew succubi and glabrezu "beyond number" with his sword *Fiendbane*, and caused the summoned fiend-lord N'dulu to flee from this plane. *Fiendbane* earned its name in this battle, but its whereabouts now are not known. Nord disappeared shortly after the fall of the citadel, and "not a stone of his keep remained when the sun rose that morning" (or so wrote the sages).

With *Fiendbane* in hand, a warrior is rendered immune to all enchantment and charm spells cast by fiends, and gains a +3 bonus on saving throws vs. other magical attacks by fiends (tanar'ri, baatezu, and yugoloths). The user becomes unusually alert, and can only be surprised on a 1d12 chance.

Fiendbane glows with a cold, blue light (equal to a light spell in effect) when brought within 60 feet of one of the listed fiends above, and emits no light at any other time. It can cause a fiends' amulet to shatter at a touch (amulet must save vs. disintegration). The weapon is a sword with a +3 attack and damage bonus normally, rising to +5 when used against fiendkind. Only good-aligned fighters may use this weapon; it falls immediately from the grasp of anyone else who tries to seize it. Naturally, this sword has earned the utter hatred of all fiends and can be identified at a glance by any of them. Anyone using this sword gains the instant and permanent wrath of all fiends who see him or her, and they will communicate the sword's location and ownership to all their fellows.

Final Word

XP Value: 10,000

GP Value: 50,000

Unearthed Arcana

Final Word swords are very rare items—only nine of these blades are known to exist. Each is patterned after the legendary broad sword *Fragarach* (which means "final word" in the tongue of the ancient Oeridians). Each of these weapons is thought to have a differing alignment, but in all other respects each is alike. If a creature of an alignment different from that of the sword attempts to wield it in battle, the weapon has no bonuses. In the hands of a creature of like alignment, the sword becomes a blade +3 that always strikes last in any round, but which will strike unerringly and do damage to any opponent that struck at the wielder earlier in the same round, regardless of whether the opponent successfully hit the wielder, up to the wielder's available number of attacks per round. (Of course, since the weapon is a blade +3, opponents immune to weapons of less than +4 value cannot be harmed.)

5554

Each of these swords has a gem of 10,000 gp value set in its pommel, and each gem is different in type from all the others. Each sword also bears a name; the nine appellations are *Answerer*, *Backtalker*, *Concluder*, *Lastquip*, *Rebutter*, *Replier*, *Retorter*, *Scather*, and *Squelcher*.

Finder

XP Value: 2,000 **GP Value:** 10,000

Gateway to RAVENS BLUFF™, The Living City

Finder is the sword used by a 9th-level paladin, a human male named Tordon Sureblade, who currently serves as Lord Chancellor for the City of Ravens Bluff. The blade is a *long sword* +3 with an Intelligence of 12, and Ego of 4, a lawful good alignment. It is semi-empathic. It can detect secret doors within a 5-foot radius.

Fionnghuala's

XP Value: 2,700 **GP Value:** 13,500

Monster Mythology

Fionnghuala's avatar wields a *long sword* +4 that can heal her once a day.

Fist of Odin

XP Value: 900 **GP Value:** 4,500

DRAGON Magazine 99

A giant slayer, this sword is +1 against all creatures, +3 against giants.

Flamberge

XP Value: 3,600 **GP Value:** 18,000

DUNGEONS & DRAGONS Master Set

Flamberge, or *Floberge* (meaning "flame cutter") was the sword of Charlemagne. In game terms, it is the equivalent of a *flame tongue* +3.

Flame Blade

XP Value: 2,000 **GP Value:** 9,000

POLYHEDRON Newszine 47

This *sword* +1 has a black hilt and a ruby blade that glow with an inner light akin to *faerie fire*. In battle, the glow calls up flames that do an additional 1d6 points of damage (1d8 to cold-using or cold-dwelling creatures). The sword also acts as a *ring of warmth*.

Flame of the North

XP Value: 1,000 **GP Value:** 5,000

The Ruins of Undermountain

If any being of an alignment other than chaotic good touches the sword, it seems to spit blue fire and the being takes 3d4 points of electrical damage. After its initial contact damage, the sword does no more harm to nonchaotic good beings, but in their hands it is -3 on all attack and damage rolls.

Flame of the North is a steel two-handed sword



+2, with an additional +2 against all creatures of chaotic evil alignment. Its blade is treated to be everbright; it cannot rust, tarnish, or be stained or harmed by acid, blood, flames, or other substances.

Whenever any spell is cast on someone holding the drawn blade, there is a 10% chance that the spell is reflected back on its source. This effect can happen regardless of the will of the sword wielder. All electrical attacks and *magic missiles* cast at the sword-wielder are absorbed harmlessly by the sword, and used to recharge its powers.

In the hands of a chaotic good being, the sword blazes constantly with blue-white flames while drawn. The flames give light equal to a *faerie fire*, but the wielder does not incur the standard combat disadvantages of that spell. The flames cannot be quelled except by breaking the blade. They are illusory, and cannot heat or ignite anything.

Whenever the flame is drawn by a chaotic good being, and any chaotic evil creature comes within 20 feet of the sword, the sword-wielder hears an inner voice, endlessly chanting, "Strike! Strike! Strike!" This effect occurs regardless of any magical defenses that cloak or confuse the reading of true alignment; the sword infallibly detects the presence of chaotic evil beings within its range. The sword has no intelligence, ego, or coercive powers beyond its verbal imploring.

Flame Tongue

XP Value: 900

GP Value: 4,500

DUNGEON MASTER Guide

This is a sword +1, +2 vs. *regenerating creatures*, +3 vs. *cold-using, flammable*, or *avian creatures*, +4 vs. *undead*. It sheds light when its possessor speaks a command word or phrase. When activated, *Flame Tongue's* fire illuminates the area as brightly as a torch. The flame from this sword easily ignites oil, burns webs, or sets fire to paper, parchment, and dry wood. Cold-using creatures are those whose attack mode involves cold (ice toads, white dragons, winter wolves, yeti, and the like).

Flames on Command

XP Value: 1,200

GP Value: 6,000

DUNGEONS & DRAGONS Expert Rules Set

This sword blazes with flames when commanded by its user. It remains flaming until commanded to go out. While flaming, it gives a bonus of +2 on attack rolls against trolls, pegasi, hippogriffs, and rocs; a +3 bonus against treants and undead monsters. Damage from this sword is treated as fire damage (for example, trolls cannot regenerate damage inflicted by it). It will cast light and burn as if a torch (when used against a web, for example).

Flaming

XP Value: 1,200

GP Value: 6,000

Steading of the Hill Giant Chief

Having a chaotic alignment of either good or neutral, an Intelligence of 10, and an Ego of 12, this sword detects gems, including kind and number; communicates by empathy.

Flaming II

XP Value: 1,000

GP Value: 5,000

Steading of the Hill Giant Chief

This sword is neutral in alignment with either a good or lawful bent, and Intelligence and Ego of 6; it also has the powers of a *flame tongue sword*.

Floating Blade of Shin Lu

XP Value: 8,000

GP Value: 40,000

Kara-Tur

The famous *floating blade of Shin Lu* is one of a matched pair of swords, forged on the day of the two half-brothers' (Shin Lu and Shin Ginsen) birth. The second sword is known as the *shimmering blade of Shin Ginsen*. The weapon is a sword +3 in the butterfly-tipped Shou style, and has the following powers: *vorpal blade*, *luck blade*, casts *illusion* and *charm* 3 times each day. However, in the presence of the matching blade, the sword becomes a mere magical blade (with only its bonuses to attack and damage), unable to

tap into its greater powers. The blade is currently on display in the Capital of Shou Lung. The *floating blade's* alignment is lawful-good.

Flying Scimitar of Tusmit

XP Value: 8,000

GP Value: 40,000

GREYHAWK Adventures

Forged in preparation for a possible war against Ekbir, this enchanted weapon is used only by the Pasha's most trusted war-ministers. When used in combat it gains +3 on attack and damage. It can also be thrown (minimum range: 10 feet, maximum: 30 feet). When thrown, the scimitar spins like a razor-edged propeller and strikes as a *sword of sharpness*. It returns to the thrower's hand the next round. Anyone else who attempts to catch the flying sword must make a saving throw vs. death magic or lose the member. There is no effect on the weapon's flight.

Foebane

XP Value: 7,000

GP Value: 35,000

The Ruins of Myth Drannor

This is the legendary blade borne by Fflar, Captain of Myth Drannor. It lies somewhere in the rubble of Myth Drannor's streets, and is active (it animates and attacks, when touched). One of six blades crafted by the Archmage Demron, this blade is sometimes known as *Demron's bane*, because a thief used it to kill him.

Foebane is a one-handed *bastard sword* +4. In addition to its base damage of 1d8+4 (1d12+4 vs. L-size or larger creatures), it "burns" the life or unlife energy of certain targets so as to deal an additional 1d8 points of damage to all undead creatures, all beings not native to the Prime Material Plane, and all creatures of evil alignment. It glows with a flickering blue flame whenever drawn; the light is bright enough to be used to read.

Foebane's +4 bonus applies not only to its damage and attack rolls, but also to any saving throws made by anyone holding it drawn. It reflects back magic cast at it or at its wielder—each round, roll 1d8. If hostile magical item discharges or spell effects are of a level lower than the roll, they are reflected back 100% at the source. If higher, they have normal effects. If of the same number, both sword-wielder and source are affected, for half damage or results (if the nature of the spell makes this impossible, a "wild magic" effect occurs instead).

Foebane and any creatures touching it (up to a maximum of eight) are affected as if by a feather fall spell, and when grasped and ordered, the blade can jump itself and up to three beings touching it, twice a day.

Once a day, *Foebane* can "drink" life force, when grasped and ordered. After this power is

5567

activated, the next successful attack made by the blade does double normal damage—and these doubled hit points are gained by the blade-wielder as healing hit points. The blade-wielder can't gain extra hit points in this way, and the blade can't create zombies, or drain more hit points than a target has (if 0 is reached, the target dies, and is not made undead).

Foebane can be commanded to guard whenever its owner is touching it. If the owner ceases to touch it after the order is given, the blade remains vigilant—and if the next entity to physically touch the blade is not the owner, the blade emits a very loud singing sound as it animates and attacks that entity, levitating about at MV Fl 24 (A), THAC0 6. Consider the blade to have 77 hit points when it is striking by itself. The blade attacks the entity until it does 20 points of damage, the entity dies, or its owner reclaims it. This power was typically used to guard against the theft of the blade from a sleeping owner.

Lastly, the blade was intended for use by warriors. If wielded by a fighter, paladin, or ranger, all strikes are at 1 point higher than normal level; if wielded by any other class of character, they strike at -1 point.

Foefinder

XP Value: 500 GP Value: 2,500

DRAGON Magazine 99

This sword +1 has the ability to detect evil constantly.

Forseti's

XP Value: 10,000 GP Value: 70,000

Legends & Lore

When the avatar swings his sword at a being who has spoken a lie within the last seven days, it never misses. Otherwise, the weapon functions as a sword of sharpness +5.

Forester's Friend

See *Dyerwaen*, above.

Fragarach

See *The Answerer*, above.

Frey's

XP Value: 3,000 GP Value: 15,000

Gods, Demigods, & Heroes

This sword slays fire giants as *Heimdall's sword* slays frost giants. Against other giants, it merely adds +5 to damage. It has no bonus on attack rolls.

Frey's II

XP Value: 1,000 GP Value: 5,000

Legends & Lore

Any being struck by the avatar's sword must save vs. spell or lose all desire to fight.

Frey's Two-Handed

XP Value: 3,000 GP Value: 15,000

DEITIES & DEMIGODS Cyclopedia

Frey's two-handed sword +4 does 2d10 points of damage each strike on all creatures but giants; it does 10d10 points to fire giants, and 5d10 to all other giants.

Frey's Two-Handed II

XP Value: 3,000 GP Value: 15,000

DRAGON Magazine 110

Frey possesses an ice-blue two-handed sword +4 that strikes for 2d10 points of damage (with bonuses for Strength and the magical plus of the weapon added). The sword causes 6d10 points of damage (plus bonuses) against any true giant (giantkin excluded). Against any fire giant other than Surtur himself, any successful blow with the weapon (only if it is being used by Frey) kills outright; there is no saving throw. Those not of neutral good alignment are unable to grasp the sword, even if their characters' alignments are temporarily altered through the use of magic.

Freya's Frost Brand

XP Value: 2,000 GP Value: 10,000

DRAGON Magazine 110

Though she prefers to use magic and her special abilities, Freya uses a *frost brand* +3 in battle if necessary. The sword charms all mortals within 20 feet (saving throw at -3 applicable if handled by a mortal). Those of chaotic good alignment are the only ones who can even touch this sword.

of Friendship

XP Value: 3,000 GP Value: 15,000

Tales of the Lance

During the Dwarfgate Wars, Caramon proposed a contest to bring the two quarreling factions of hill dwarves and plainsmen together. Caramon raised a tall wooden post in a sea of mud, placing the *Axe of Brotherhood* and the *Sword of Friendship* at the top. Whoever climbed the post could claim these as prizes. There was a catch, of course. Not only was the post greased, but Caramon had the contest rigged so that the dwarves and men had to work together to reach the prizes. The *Sword of Friendship* has a +3 bonus on attack and damage rolls.

Frost Brand

XP Value: 900 GP Value: 4,500

DUNGEON MASTER Guide

This is a sword +3 *frost brand*, +6 vs. *fire-using/dwelling creatures*. This sword always provides a +3 bonus. The +6 bonus takes effect against creatures that use fire or live in fiery environments. The weapon does not shed any

5376

light, except when the air temperature is below 0(DG) F. It does give special benefits against fire, for its wielder is protected as if wearing a *ring of fire resistance*. The *frost brand sword* also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10-foot radius—including a *wall of fire* but excluding *fireball*, *meteor swarm*, or *flame strikes*.

Galanti

XP Value: 400

GP Value: 2,000

Adventures in BLACKMOOR

Marcovic, the Duke of Borno, carries a *sword +1* named *Galanti*, but the weapon lacks special powers.

Gemsword

XP Value: 4,000

GP Value: 20,000

Lost Ships

These very rare, ancient swords were devised by the earliest spacefaring elves. Over the ages, the secret of making and repairing them has been lost. Only the Arcane and certain archmages know how to recharge them.

Gemswords are +4 weapons of electric-blue metal (a very fine sort of steel). Slim and bejewelled, with ornately twisted and curled hilts, they are beautiful to behold, prized by all spacefarers. *Gemswords* constantly gather light energy from nearby sources, and, once a day (a 144-turn period of time), can be commanded to make a power strikes. A power strike requires an attack roll. Upon hitting, it deals 1 hull point of damage to a ship, or 3d4 points of damage to an individual. (If the attack roll fails, the blade flashes with light, loosing its stored energy harmlessly.) A being struck by the sword must roll a save vs. breath weapon or be confused (as the 4th-level wizard spell) for 12 rounds.

Each such sword has several show gems (gemstones that are only decorative, although they may be very valuable), but it may also have one, two, or three power stones. These blue-green gems are able to hold magical energy within them. Identifiable by their cut, they can hold the following spells:

Cabochon: *Regenerate* when grasped and ordered, as the 7th-level priest spell, but affecting only one creature touching the blade (up to 7 charges).

Crown cut: *Lightning bolt* from the tip of the blade, as the 3rd-level wizard spell, with a range of 222 feet and dealing 7d6 points of damage (up to 3 charges);

Square cut: *Teleport without error* when grasped and ordered, affecting the sword wielder and up to two other beings of medium size or less, or one large size being plus the wielder, and

who must also touch the blade. The teleportation is to another known location within a sphere, but not from one sphere to another (up to four charges).

Each charge equals one spell, called forth by mental command of the wielder, who is always aware of what the sword can do, at least in rough physical terms, and how many charges it has (magical ability is not required to use the sword's gem properties).

Recharging *gemswords* is known to involve the casting of the spells they hold, but the process (and associated spells) remain secret. Characters will have to research this their own. The DM may also wish to devise other gem cut/spell combinations.

Genie Slayer

XP Value: 900

GP Value: 4,500

DRAGON Magazine 179

This *sword +2* acts as a +4 weapon when used against any genie. Further, it inflicts double damage (doubling any damage bonus as well) when used against one of the following genie types (roll 1d4):

Roll	Genie
1	Djinni
2	Dao
3	Efreeti
4	Marid

The sword inflicts double damage against the common and noble versions of the particular genies. Other types of genies (including jann, gen, and tasked genies) are only attacked with a +4 bonus to attack and damage rolls.

Genies' Bane

XP Value: 600

GP Value: 3,000

DRAGON Magazine 179

These swords grant a +1 combat bonus to attack and damage rolls. It also grants a +2 against any genielike creatures, including gen, common genies, tasked genies, noble genies, and jann.

Genies' Bane II

XP Value

GP Value

Dao: 700

3,500

Djinn: 700

3,500

Efrete: 700

3,500

Marid: 700

3,500

DRAGON Magazine 179

These weapons grant a +2 bonus in combat, but provide an additional +1 to attack and damage rolls against one specific genie type (dao, marid, efrete, or djinn). They may affect both common and noble versions of these types, but they affect

5587

all other genies, even other genies of the same elemental type, with the weapon's standard attack and damage bonus.

Genieblight

XP Value: 600 **GP Value:** 3,000

Land of Fate

These swords may be of any type. They grant a +1 combat bonus to attack and damage rolls, and grant a +2 against any of the geniekind, including common genies, tasked genies, noble genies, jann, and even gens.

Geniescourage

XP Value: 800 **GP Value:** 4,000

Land of Fate

These weapons grant a +2 bonus in combat, but provide a +3 to attack and damage rolls against specific geniekind (dao, marid, efreeti or djinni). They may affect both common and noble versions, but affect all other genies, and even other genies of the same elemental type, as simply +2.

Giant Slayer

XP Value: 900 **GP Value:** 4,500

DUNGEON MASTER Guide

This provides a +3 bonus vs. any giant, giant kin, ettin, ogre mage, or titan. Against any of the true giants (hill, stone, frost, fire, cloud, storm) the sword causes double damage (2d12+3).

In Kara-Tur: This sword affects all new giants introduced in this set and in the AL-QADIM® MONSTROUS COMPENDIUM® Appendix, gaining an additional +2 attack bonus against them.

of Giant Slaying

XP Value: 900 **GP Value:** 4,500

Steading of the Hill Giant Chief

This neutral good sword is unique, with Intelligence of 14 and an Ego of 8. The sword speaks Hill, Stone, and Frost Giant in addition to Common. It detects enemies, but the sword has no other powers. It has a +2 damage bonus, +4 vs. giants.

of the Giants

XP Value: 10,000 **GP Value:** 50,000

Legends & Lore

When Beowulf followed Grendel's mother into her watery lair, he found his own sword would not injure her. Fortunately, the glowing *sword of the giants* happened to be hanging on the wall where he could seize it. This sword accomplished what his own could not, and he slew the fierce ogress. It is not known what later became of the sword. The *sword of the giants* is a vorpal sword +5 that glows with a constant golden light. In addition, it acts as a *ring of free action* and allows its possessor to breathe water.

Githyanki Silver

XP Value **GP Value**

Knight: 2,000 10,000

Leader: 12,000 60,000

Outer Planes MC Appendix

Githyanki knights of 7th level and above always carry a silver sword—a two-handed sword +3 that, if used astrally, has a 5% chance per hit of cutting an opponent's silver cord, but mind barred individuals are immune.

A supreme leader of a lair will carry a special silver sword +5, with all the abilities of a vorpal weapon that also affects mind barred individuals.

Githyanki never willingly allow a silver sword to fall into the hands of a nongithyanki. If a special silver sword should fall into someone's hands, very powerful raiding parties will be formed to recover the sword. Failure to recover one of these highly prized weapons surely means instant death to all the githyanki involved at the hands of their merciless lich-queen.

Glorius

XP Value: 5,000 **GP Value:** 25,000

DUNGEONS & DRAGONS Master Set

Glorius, the sword used by the hero Oliver, broke nine swords made by the famed smiths Ansias, Galas, and Munifican. It is a *sword of sharpness* +4. Every time the user strikes an opponent, rolling exactly what is needed to strike, the user's weapon must roll a saving throw vs. crushing blow or be snapped. (Magical weapons gain a saving throw bonus equal to their magical enchantment.)

Goblinvolent

XP Value: 400 **GP Value:** 2,000

The Knight of Newts

The bonuses of this magical sword apply to both attack and damage rolls. The sword causes 1d8+1 points of damage to all targets, except for goblins, in which case damage is 1d8+2 points.

of the Golden Gulf

XP Value: 300 **GP Value:** 1,500

Land of Fate

This magical cutlass is a favorite weapon of corsairs and other sea travelers. In addition to providing a combat bonus, the sword allows the wielder to survive underwater as if under the effects of a *water breathing* spell as long as the cutlass is in hand.

Golembane

XP Value: 400 **GP Value:** 2,000

Mordenkainen's Fantastic Adventure

Against a golem, this weapon gains a +3 attack bonus and inflicts 3d10 points of damage per

5591

strike, plus any other bonuses applicable. It is otherwise a normal *long sword* +1.

Gram

XP Value: 1,500 **GP Value:** 7,000

DUNGEONS & DRAGONS Master Set

Gram (German for grief) was another famous sword of Siegfried. This weapon is the equivalent to a *sword of nine lives stealing* +3.

Grankhul's

XP Value: 2,000 **GP Value:** 10,000

Monster Mythology

Grankhul's avatar wields a *long sword* +3 that strikes its victim dumb for 1d4+2 rounds unless a saving throw vs. spell is made.

Graz'zt's

XP Value: 3,500 **GP Value:** 17,500

Monster Manual II

Graz'zt normally employs a huge, wavy-bladed sword (equal to a bastard sword) that drips acid on command. The acid inflicts an additional 1d4+4 points of damage. Those who own nonliving materials must make a saving throw vs. acid if Graz'zt strikes with a natural 20 on his attack roll.

Greenswathe

XP Value: 4,000 **GP Value:** 20,000

Howl From the North

Greenswathe is a strange-looking weapon, arcane and almost alien. It appears to be made of gold, but it is as hard as adamantite. Peculiar arabesques and signs are etched into the blade and decorate the handle. It has a single emerald set into the pommel.

Greenswathe is a neutrally aligned weapon designed for a druid. In the hands of anyone else, it is simply a *scimitar* +1. In the hands of a druid, it is a +3 weapon that also confers bonuses of -1 to the character's AC and +1 to all saving throws. A druid who possesses *Greenswathe* is allowed to cast one additional spell per day in each level he is capable of casting, with the proviso that the extra spell comes from the plant or animal sphere.

Greenswathe has no special purpose, but it does have a special attack form usable once a day—the armor-piercing strike. On command, *Greenswathe* simply sweeps in an arc through armor as if it did not exist. A target is treated as having no armor, though any magical bonuses are still counted. For example, striking at a target in plate mail +3 that would normally have an AC of 0, *Greenswathe* attacks as if striking at a target with AC 7 (AC 10, -3 for the magical bonus). In addition, if the strike is successful, *Greenswathe* inflicts 1d3 times the usual damage—between

4-11 and 12-33 points of damage to a small or human size target.

A druid picking up *Greenswathe* instantly has the feeling that this weapon has further latent powers that are currently unknown.

Gregory's Holy Avenger

XP Value: 4,000 **GP Value:** 20,000

1993 Collector Card 357

The *holy avenger long sword* +5 in Gregory's possession is known as *Thrivaenstel*, which means Truth's Right Arm in an ancient tongue. As with all *holy avengers*, in a paladin's hands *Thrivaenstel* generates 50% magic resistance in a 5-foot radius, *dispels magic* within the same radius at a level equal to the paladin's, and allows the paladin to inflict 10 extra points of damage per successful strike against chaotic evil opponents. In any other person's hands, *Thrivaenstel* merely functions as a *long sword* +2.

Grinthane

XP Value: 3,600 **GP Value:** 18,000

POLYHEDRON Newszine 76

This is a *sword* +5 *defender*, with a finely carved jade pommel. The elvish runes along the blade say, Go for the Green Heart, hinting at its special purpose to slay green dragons. In the hands of an elf, the blade is +5 on attack rolls and confers a +5 bonus to Armor Class. It grants its wielder a +5 saving throw bonus against green dragon breath. Its other abilities are: detect green dragons in a 1-mile radius, detect precious metals in a 120-foot radius and detect gems in a 120-foot radius. It speaks Elf, Common, and Green Dragon.

In the hands of all other creatures, it functions as a normal sword. *Grinthane* enjoys verbally abusing its victims, especially if those victims are green dragons. Immediately on sighting a green dragon, the sword begins yelling insults in Green Dragon.

Guardian Blade

XP Value: 1,600 **GP Value:** 8,000

The Assassin's Knot

The chief function of a *guardian blade* is to lie with a sleeping character and warn of approaching danger. It can detect enemies like a *wand of enemy detection* within a 20-foot sphere. Upon detecting an enemy, the guardian flashes a single burst of light, telepathically alerts its owner, and goes out. This power can be used once a day, and operates continuously for a period of up to six hours. It may be used while the character is awake and moving, but once used, it cannot function again for 24 hours.

Hachiman's**XP Value:** 10,000 **GP Value:** 50,000

Legends & Lore

Hachiman's avatar wields a *sword of sharpness* +5.

Hades's**XP Value:** 5,000 **GP Value:** 25,000

Legends & Lore

Opponents of Hades's avatar must save vs. death magic or die when they are struck by his sword.

Harmonizer**XP Value:** 3,000 **GP Value:** 15,000

Howl From the North

Harmonizer is a sword especially made for thieves. Across its shiny surface are etched images of a wizard performing a ritual over five swords can be clearly seen. The wizard is wearing a white robe, and behind the wizard, a swirling mass of wind and earth coils eerily.

In the hands of a thief, the sword is a neutrally aligned *defender two-handed sword* +5, but in any other hands, the sword is merely a *two-handed sword* +1. Its size and composition make the weapon look heavy and bulky, but it weighs the same as a standard dagger, making it a perfect weapon for weaker thief characters.

When this sword is first retrieved, it scans the immediate area, determining who is a foe and who is a friend of the thief who possesses the weapon. Once this has been determined, the sword waits until the friends are alone. At this moment, *Harmonizer* brings into being exact replicas of the characters. The newly arrived clones begin fighting the characters with the precision and skill of the characters. They also possess identical weapons and magical items. *Harmonizer* does this in order to determine the worth of its new wielder.

When battling another thief, a thief PC realizes one more bad side effect of the sword. It gives the PC the same thieving and fighting abilities as the opponent in order to even the battle. If the opposing thief is lesser in level, *Harmonizer* increases the opposing thief's ability to match that of the PC. If the thief puts the sword down to battle at an advantage, the tactic works, but the thief and his companions must again fight their duplicates when the thief picks up the sword again.

Harpo's Orcslayer**XP Value:** 900 **GP Value:** 4,500

1992 Fantasy Collector Card 77

This magical blade belongs to Harpo Bogglinn. He loves this sword, the chief weapon in his unceasing war against orcs. When within 50 feet of an orc or orog, the sword begins to quiver,

almost as if in eager anticipation of slaying one of the creatures. Against orckind in battle, the blade confers a +4 combat bonus, and any successful hits cause double damage to orcs and orogs. Harpo uses the weapon to kill the 1,001 orcs necessary to return home and reconcile with his father. Against all others, *Orcslayer* functions as a *magical sword* +2.

Hawksblade**XP Value:** 8,000 **GP Value:** 40,000

1992 Fantasy Collector Card 23

This sentient weapon, wielded by Audrianna Adayr, is a *flaming long sword of dancing* +4. It can ignite on command, the flames causing an additional 1d6 points of damage to cold-based or undead creatures. In addition, it will perform exactly as a *sword of dancing*, going from a +1 weapon to a +4 weapon over four rounds, and attacking on its own every other four round period. *Hawksblade* can also *detect evil* in a 10-foot radius, *cast cure light wounds* three times a day, and *cast cure critical wounds* once a day.

Heart of Stone**XP Value:** 5,000 **GP Value:** 25,000

DRAGON Magazine 188

Also known as *Corgon's Breath*, this short sword has an intricate silver blade with runes that spell Heart on one face and Stone on the other. Both the scabbard and the rather spartan pommel are made of black adamantite.

This is a *sword* +3, though it cannot damage creatures from the Elemental Plane of Earth. Such elementals do not normally harm the bearer, however, unless provoked. On a natural 20, the target must save vs. petrification or be turned to stone; the bearer saves vs. petrification at +1. The wielder may cast the following spells once a day: *meld into stone* (double weight capacity), *pass-wall*, and *stone tell*. In addition, any of these spells may be cast once each a week: *contact other plane* (Elemental Plane of Earth only), *stone to flesh*, and *stoneskin*. All spells are cast at the 12th level.

Heartseeker**XP Value:** 4,400 **GP Value:** 22,000

DRAGON Magazine 99

Heartseeker is a *sword of dancing*.

Heimdall's**XP Value:** 3,000 **GP Value:** 15,000

Legends & Lore

Heimdall's avatar carries a *vorpal sword* +3/+5 vs. *frost giants*.

Hel's**XP Value:** 2,000**GP Value:** 10,000

Legends & Lore

Any being hit by the avatar's sword must save vs. death magic or contract a disease that causes 5 points of damage each round until cured.

Ho Masubi's**XP Value:** 4,000**GP Value:** 20,000

Legends & Lore

The avatar's sword is made of fire and does 10 extra points of fire damage when it hits (but gets no Strength bonus). Struck target's armor must save vs. magical fire or be destroyed.

Hofud**XP Value:** 10,000**GP Value:** 50,000

Gods, Demigods, & Heroes

This sword combines two abilities when wielded by the avatar of the bright god Heimdall.

- It slays frost giants with but a single hit.
- It has vorpal blade ability with the absence of the antimagic circle.

Holy**XP Value:** 5,000**GP Value:** 25,000

Greyhawk

As a *holy sword* +5, this weapon will display its true worth only in the hands of a paladin. Wielded by a paladin, it negates all spells (including wands and staves) in a radius of 10 feet, thus making the paladin virtually magic-proof.

Holy Avenger**XP Value:** 4,000**GP Value:** 20,000

DUNGEON MASTER Guide

In the hands of any character other than a paladin, this holy sword will perform only as a *sword* +2. In the hands of a paladin, however, it creates a magic resistance of 50% in a 5-foot radius, dispels magic in a 5-foot radius at the level of magic use equal to the experience level of the paladin, and inflicts +10 points of bonus damage upon chaotic evil opponents.

Holy Revenger**XP Value:** 3,500**GP Value:** 15,000

IMAGINE Magazine 14

This sword was made for a halfling assassin who disguised himself as a paladin for so long, he came to believe it. The blade alternates between being a *holy avenger* and a *dagger of venom*. In either guise, it causes 1d4+1 points of damage.

As a *holy avenger*, it does +5 damage in the hands of a paladin, has all the other *holy avenger* abilities, and can detect invisible objects, cast a protection from evil once a day, detect traps, and summon a ki-rin for one turn once every two

weeks. Against an assassin, it does extra damage—the assassin's level × 2 points of damage.

When this weapon is a *dagger of venom*, it poisons any victim on a natural roll of 20. Even if the saving throw vs. poison (at a -1 penalty) is successful, the victim is in such pain that all subsequent attacks are made at a -4 penalty for the next full turn. A paladin's normal saving throw bonus becomes a -4 penalty against the venom of this weapon. The venom never needs to be renewed. The blade can *detect good*, cast *protection from good* once a day, and summon a dao or efreet for one turn every two weeks. The user of the blade must concentrate upon controlling the summoned monster, lest it turn upon him or her.

The nature of the blade varies in an unpredictable fashion, but it never spends more than three weeks in one form. It has an Intelligence of 17 and an Ego of 19. It attempts to slay all who are not assassins or paladins.

of Honor**XP Value:** 1,200**GP Value:** 12,000

War Captain's Companion

This is an extremely rare short sword awarded only to the bravest of commanders in the Wa navy and army. It grants the bearer a +4 to all saves against mind-altering and mind-controlling spells and influences both magical and natural. For example, the bearer gains the bonus to saves with respect to the confusion attack of an umber hulk, the mind altering effects of alcohol, the effects of a hypnosis spell, and so on. It does not affect psionic attacks, though it is itself immune to psionic effects. The *wakizashi of honor* has a 12,000 gp value on the open market. In Wa, the sale of these weapons is illegal, and punishable by death. All *swords of honor* have names.

Hornblade**XP Value** 1,000**GP Value:** 5,000

DUNGEON MASTER Guide

This is a magical weapon with a sicklelike blade resembling some sort of animal horn. *Hornblades* range in size from that of a knife to somewhat less than the length of a short sword. Even a close inspection is 90% unlikely to reveal it as anything other than a piece of horn, ½ to 1½ feet in length, set in some sort of handle or grip. If magic is detected, a *hornblade* radiates faintly of enchantment magic. However, if the proper pressure is applied in the correct spot, a curved blade of great strength and sharpness springs out.

The small versions (knife and dagger size) are usually enchanted to +1 or +2, and the largest version (scimitar size) commonly has a bonus of +2 or +3. Smaller *hornblades* can be thrown, and

5614

the bonus applies to both attack and damage rolls.

Any character class permitted to use sickle weapons can use a *hornblade*. The possessor can use it with proficiency, providing he or she has proficiency with the appropriately sized weapon (knife, dagger, or scimitar).

of Horus

XP Value: 18,600

GP Value: 93,000

Legends & Lore

Horus's avatar wields a *sword of Horus* in combat. This magical weapon acts as a *sword* +5, *holy avenger*, but also has the special abilities of a *luck blade*, *defender*, and *vornal sword*.

Ice Claw

XP Value: 2,600

GP Value: 13,000

DRAGON Magazine 188

This sword was forged by the dwarves of Citadel Adbar centuries ago to stem the onslaught of dragons in the Ice Mountains. Their high king maintained the weapon in his personal armory and bestowed it on a select group of champions for specific quests; it had no exclusive wielder and was only seldom used. Dwarven tradition holds that *Ice Claw* has slain at least one dragon and three fiends during its colorful history, as well as many lesser foes.

One hero failed in his appointed task and lost *Ice Claw* to treachery; he shaved his beard in shame, then left in exile to recover the blade. He died without success 116 winters ago.

The sword remained lost for the better part of four decades before it eventually found its way into the hands of one Captain Farzahn of an obscure mercenary company. When he later tried to force himself on an elf maiden named Ulshanya, she slew him with sorcery and took the sword for herself. She is still an active adventurer and travels across the Realms with the weapon.

Ice Claw is a unique short sword with a polished off-white blade that is cool to the touch. The pommel is silver, twined with black adamantite thread and set with a large diamond (worth 5,000 gp). It is of lawful neutral alignment (Intelligence 17, Ego 20), communicates by speech (in Common or Dwarf) or telepathy, and can read mundane and magical writing when touched to the script.

This sword acts as a *frost brand* +3 with a special purpose to defeat dragons of any alignment. The wielder gains a +2 to all saving throws and takes -1 point per die of damage sustained in combat against dragons (to a minimum of 1 point per die). *Ice Claw's* bearer is also immune to the *aura of fear* surrounding some dragons.

Ilbratha, Mistress of Battle

XP Value: 1,500

GP Value: 7,500

DRAGON Magazine 74

Ilbratha is a bronze sword with a row of six matched bloodstones set into the fuller of the blade along one side only. Each bloodstone is worth 70 gold pieces; as an undamaged set of stones, they might bring 500 to 600 gp if sold shrewdly. *Ilbratha* does not glow and bears no inscriptions. It is +1 on attack and damage rolls, and, when grasped by a fighter of any alignment, its powers are communicated telepathically to the holder. This is a feature of its magical manufacture—it is not sentient.

Ilbratha gains its name from its powers, which are very useful in combat. When held (bare flesh on the handgrip) and mentally ordered, *Ilbratha* can *jump* (as the spell; one leap only) with its bearer three times a day, *blink* itself and its bearer once a day, and create a *mirror image* of itself and its bearer once a day. It also rings like struck chimes or tubular bells when it touches magic; this includes spell effects from devices and physical contact with enchanted items, but not physical effects (such as a *stinking cloud* or *gust of wind*) caused by spell casting. This power is a warning only, and is in not a protection against magic.

Ilbratha was created by unknown hands at the behest of Azoun I, long-dead king of Cormyr. He bore it once into battle, at Ithmong in his war with Tethyr, and then lost it in a storm that wrecked his ship on the rocks of The Neck. The sword was found by the fishers of Teziir and sold to a rich merchant, Sevan of Amnwater. He took it west on a caravan along the Trader's Road and the river Chionthar to Scomubel, where he sold it to Phelas Urm, a merchant of Thentia. Phelas brought it overland through Cormyr, where it was recognized in Arabel. Agents of King Azoun I attempted to recover it, and slew Phelas, but in the confusion the blade was either lost or stolen by one of the agents.

All trace of it was lost until, 200 winters later, the sage Thallastam of Procampur was offered the blade for 1,500 gold pieces by a peddler from a nearby town who seemed ignorant of its true nature. Thallastam brought the blade to Elminster in Shadowdale, the only loremaster with an interest in swords whom he trusted.

Elminster identified the blade from the writings of Azoun I (the old king's great-grandson had just come to the throne), and Thallastam bore it back toward Procampur by way of Tilver's Gap and Essembra. But he was never seen again, and did not reach Procampur. His ruined diary, staff, and a skeleton were found some years later when the Pool of Yeven in Battledale was dragged, but the sword was never found. Elminster believes it

5617

is in the hands of brigands, or perhaps mercenaries, who have not drawn the blade since, at least not in battle near the Dales.

Ilneval's Broad Sword

XP Value: 2,200 GP Value: 11,000

Monster Mythology

His dreadful *broad sword* +3 causes bleeding wounds (lose 1d4 points per round until a *cure serious wounds* or a higher-level *healing* spell is cast).

Ilyana

XP Value: 3,500 GP Value: 17,500

Dark of the Moon

Gregor is a barrel-chested man with powerful limbs and an arrogant, commanding manner. He has a thick beard and a heavy brow, and his eyes burn like coals when he is angry. Gregor is a shape-changing werewolf, or loup du noir, and is lord of the domain of Vorostokov. As a human, Gregor wields a *bastard sword* +3 named *Ilyana* (reaver) two-handed. *Ilyana* has the power to *heal* its wielder once a day.

Indra's Flaming

XP Value: 8,000 GP Value: 40,000

Legends & Lore

Indra's avatar carries a *flaming sword* +5 that is can be used to ignite objects just as *Flame Tongue* can.

of Insanity

XP Value: 700 GP Value: 3,500

DRAGON Magazine 91

These swords function as +1 weapons, they are never Intelligent. On any modified attack roll of 20 or better, the sword generates an energy field around the blade that causes any nonpsionic creature struck to suffer an effect similar to that caused by a psionic blast attack, producing temporary confusion or insanity. Nonpsionic beings struck are affected as recorded in *The Complete Psionics Handbook*, the being's combined Wisdom and Intelligence scores determining the weapon's effects. Note that insane beings, those with more than 6 Hit Dice, and those who are immune to psionic attacks cannot be affected.

If a psionic character is struck with this sword and a score of 20 or greater is achieved on the attack roll, the being suffers a psionic blast attack of 100 PSPs. The sword cannot be psionically attacked in return.

of Intercession

XP Value: 1,000 GP Value: 5,000

DRAGON Magazine 91

This magical weapon is a holy (or unholy) sword that always has an alignment and a patron deity. A character of any different alignment may wield a

sword of Intercession, but it functions then as a normal, nonmagical weapon. A character of the same alignment as the sword may wield it as a +2 weapon. A character who worships the sword's patron deity may wield it as a *sword* +4, and in addition gains a 5% magic resistance and a +2 bonus on all saving throws so long as the sword is held or carried. Such a character is also able to commune with his or her deity once a week, asking one yes or no question at that time. The sword does not work for those who have only converted to their new alignment or religion within the last year.

Ironfang

XP Value: 6,000 GP Value: 30,000

Children of the Night

Jacqueline's favored weapon is *Ironfang*, her vortal sword. *Ironfang* was fashioned ages past from meteoric iron by the drow of Arak, from whom she stole it long ago. She is able to use this weapon even when wearing the head of a wizard or other character class which might normally be unable to employ such a sword. This weapon functions in all ways as described in the *DMG*. Jacqueline has made it a practice to "harvest" new heads only with this blade.

Jaysen's Magebane

XP Value: 500 GP Value: 2,500

1992 Fantasy Collector Card 79

Jaysen's Magebane is a magical long sword that provides a +1 bonus in combat, and (despite its name) a +2 bonus vs. all users of magic. However, the sword also acts as a magical *lightning rod*, and all area-of-effect spells that encompass Jaysen concentrate on him. Saving throws successfully made by all other individuals reduce the damage to one quarter, while failure results in half damage. Jaysen must successfully save to take full damage—a failed save means Jaysen suffered +150% damage.

Joyeuse

XP Value: 1,200 GP Value: 6,000

DUNGEONS & DRAGONS Master Set

Joyeuse (French for joyous) is the great sword that Charlemagne wielded. It took the smith Galas three years to forge this powerful weapon. It is a *bastard sword* +4 with the ability to cast a permanent version of *curse* (the reverse of *bless*). When an opponent is struck by this sword, a successful saving throw vs. spell (at -4) must be made or the victim suffers a permanent -1 to all attack rolls and saving throws. To remove a single -1 penalty, the wielder must be subjected to a *remove curse* spell. A *remove curse* is required for each -1 curse inflicted by this sword.

Justicer**XP Value:** 800**GP Value:** 4,000

Adventures in Blackmoor

Owned by the baron of Bramwald, Bram Tagus, *Justicer* is a *sword* +2 with no extraordinary powers.

Kabal**XP Value:** 5,000**GP Value:** 25,000

Fate of Istus

Cymbelline's long sword is highly magical, a *flame tongue* +3 whose light is blinding white. The sword's name, *Kabal*, is a word from an archaic (and mostly forgotten) dialect of the Bak-lunish tongue. The word means fate, but with a special twist: when someone "meets his or her fate" in a contest of arms, that is *kabal*. *Kabal* is a unique weapon, created by Fate herself—sentient, strictly neutral in alignment, with an Intelligence of 20 and an Ego of 30.

The sword has the following powers: *read languages*, *read magic*, *know alignment* (once a day), *energy drain* (three times a day), *detect magic* (once a turn), *detect invisibility* (once a turn), *charm person* (three times a day), *telepathy* (once per turn), *suggestion* (twice a day), and *slow* (twice a day with a -3 penalty to saving throws). All these powers are similar to spells of the same name, and operate at the 18th level.

Kabal has a special purpose—to aid Istus in her test of the character classes. The weapon communicates telepathically. It will let no one but its current owner touch the sword. If a wizard casts *detect magic* on the weapon, the caster receives a fleeting impression of frightening power; then the connection is broken. If anyone else touches the hilt of the sword while its current owner is alive, the weapon delivers 3d12 points of electrical damage.

Kaldair Swiftfoot's**XP Value:** 5,000**GP Value:** 25,000

Monster Mythology

Kaldair carries a *dancing short sword* that paralyzes even creatures normally immune to paralysis (a normal save at -4 negates).

Kali's**XP Value:** 10,000**GP Value:** 50,000

Legends & Lore

Anyone hit by *Kali's sword* must also save vs. death magic or be killed.

Karali's Silver**XP Value:** 3,000**GP Value:** 15,000

1992 Fantasy Collector Card 242

Karali's magical short sword is a typical magical *weapon* +3 in most respects. However, when it is

wielded under the light of a gibbous or larger size moon, it drains 1 energy level from any victim it successfully hits. Each time that the sword drains an energy level, Karali's life force is also altered slightly, taking him ever closer to the final, true form of a darkling.

of Kas**XP Value:** 13,000**GP Value:** 65,000

Eldritch Wizardry

Another item connected with the legend of the lich Vecna is the *sword of Kas*, his onetime bodyguard. This sword is said to have a thin, gray blade of some metallic substance. Its powers are only dimly hinted at by legend, but Kas was said to be the mightiest swordsman of his age.

The sword has +3 bonus, +5 vs. undead and fiends, and an Intelligence of 18 and Ego of 18. It is an evil weapon, and if possible, it will control any fighter who picks it up and turn him evil. Additionally, it has the following abilities/penalties:

- Water breathing
- User may become ethereal twice a day.
- Cause serious wound of double effect twice a day.
- As long as the user carries the artifact, the character acts as a magic drainer. No magic directed at the user has any effect, and the user can use no magic. Any magic that touches any part of the user's body permanently loses its magical ability.
- User may restore one lost level (as a *restoration* spell) once per week (perhaps one drained from a nearby friendly PC).

of Kas II**XP Value:** —**GP Value:** —

Book of Artifacts

While this sword has a 6-foot blade and a 2-foot hilt, it can be easily wielded in both hands by any warrior. The blade is rippled, with a vein of gold running down the center. The hilt is wrapped in red leather flecked with gold. The narrow quillons are of unicorn horn and capped with small, black pearls; the basket surrounding the hilt is formed in the image of a leering, bearded face.

The history of Kas the Bloody Handed is irrevocably linked to Lord Vecna, for his sword was created by Vecna's own skills. Kas was Vecna's lieutenant, warlord, and assassin, and the sword was his symbol of authority.

The sword is as evil as its maker, and it whispered dreams of treachery to Kas until finally, blade in hand, he confronted his dread master. The battle between the two of them was titanic, and both are said to have died in the end. All that remained behind were the *sword of Kas* and the

5632

hand and eye of Vecna.

Although the sword is thoroughly evil, PCs may be allowed to use it, but only for a short period of time. Any appearance of the *sword of Kas* should be matched by the introduction of the *hand and eye of Vecna* as well, since the sword exists to destroy Vecna. Use of the artifact should be built around that story.

The sword may be discovered by the adventurers as a prelude to a campaign involving the hand and eye, as the owner of the sword becomes obsessed with finding Vecna's artifacts. This leads the party into the DM's planned adventure for the hand and eye.

The sword is also the bane of the Cult of Vecna, since the death of Vecna's followers indirectly fulfills the sword's goals. Thus, the sword could lead the characters into a conflict with the cult of Vecna (which in turn leads to the hand and eye).

The *sword of Kas* is intelligent (Int 19, Ego 20) and communicates telepathically, revealing only two random powers when first touched.

Constant Powers: The sword acts as a *defender +6* (double damage to planar beings), grants foresight, and defiles holy water within 30 feet.

Invoked Powers: Upon command, the sword can shield (3/day) or bestow fire giant Strength (+4 to hit, +10 damage, 1 turn duration, 3/day).

Random Powers: The sword grants three abilities from **Table 1-14: Immunity** and two abilities from **Table 1-15: Major Powers**.

Curses: First, the sword inflicts 2d20 damage the first time it's touched. Second, all powers fail when it's brought within 60 feet of Vecna or his artifacts—a fact of which the sword is not aware. Third, the wielder risks artifact domination; the sword's goal is to destroy Vecna and his artifacts. Finally, it must be quenched in blood once a day and tries to force its owner to do so. If successful, the character is compelled to kill (even another member of the party).

Suggested Means of Destruction:

- The death of Vecna, now a demigod.
- The sword is hammered into a plowshare with the *cudgel of St. Cuthbert*.
- All memory of Kas must be wiped from Oerth.

Kirren's Frostbrand

XP Value: 2,000 GP Value: 10,000

1992 Fantasy Collector Card 244

Kirren found this magical sword wedged in the skeleton of a red dragon. It provides a +6 bonus to attack rolls against fire-using or dwelling creatures while providing protection to the wielder as a *ring of fire resistance*. The blade does not glow unless the temperature is below 0(DG) F. Any-

time the blade is thrust into a fire source, there is a 50% chance of extinguishing it. Kirren's blade can also cast *ice storm* as an 8th-level wizard once a week. When used against all other creatures, frostbrand is a +3 magical weapon.

Kullervo's

XP Value: 7,000 GP Value: 35,000

Gods, Demigods, & Heroes

Kullervo's sword provides a +3 on attacks and when it strikes it slays any fighter (save vs. spell applicable). The sword communicates with Kullervo by talking.



Kura, The Darkness

XP Value: 5,000 GP Value: 35,000

POLYHEDRON Newszine 82

This unique onyx shard can be worn around the neck on a chain or at the belt as a netsuke. It is smooth and curves slightly, looking almost like a miniature katana. If none of the shard's special powers are being used, the onyx radiates an aura of abjuration magic. The magic detected is the spell that locks Kura, an intelligent being from the Negative Material Plane, into the stone. Kura was tricked into the stone centuries ago by a ninja/wu jen. Kura has two goals—to free itself and to assist anyone who makes use of the power of darkness.

Kura has an affinity with ninja and will badger any wearer into becoming a ninja. The stone will not willingly serve nonroguers. Kura is by nature

5638

temperamental and devious. Over the centuries that Kura has spent trapped in the shard (most of the time serving ninja) the creature has developed a strong distrust of humans.

Kura is chaotic neutral and is treated as a weapon with an Intelligence of 14, an Ego of 10, and a personality of 24. Kura speaks to its wielder by telepathy and has the following abilities, functioning as if cast by an 8th-level wu jen and usable once a day: *detect invisibility*, *darkness 15' radius*, and *fly*. In addition, it can generate a *blade of Negative Plane energy* in the shape of any medium or small melee weapon. The blade is pitch black, effectively invisible in the dark, and has a +3 bonus to attack and damage rolls on all targets except undead. When used against undead, the item suffers a -1 penalty on attack and damage rolls.

Kusunogi no Tsurugi

(Grass Quelling)

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 40

Roll randomly for alignment. No Intelligence or Ego, and with an ordinary bonus, this is the best quality katana for a samurai. When the sword is drawn, it automatically casts a *continual light* and all normal fires within a 10-foot radius go out. Magical fires are treated as though a *dispel magic* spell were cast by a 12th-level wizard. When the sword is drawn, the user is immune to all forms of flame damage. In addition, the sword does double damage to all vegetation or plant creatures and allows the user to cut through thick brush and tall grass with great ease or chop down trees as if it were a lumber axe. However, the sword was created from a dragon. No one (including the carrier) within a 50-foot radius of the sword can do any damage to dragons, and the sword itself never does damage to dragons.

Lafarallinn's

XP Value: 6,800 **GP Value:** 34,000

Tome of Magic

Lafarallinn's avatar wields a *long sword* +3 with the property of wounding.

Lancelin's

XP Value: 700 **GP Value:** 3,500

The Shady Dragon Inn

Lancelin Openhand wields a *broad sword* +1/+3 vs. *enchanted creatures*.

Laprov

XP Value: 15,000 **GP Value:** 75,000

The Land Beyond the Magic Mirror

This short sword is a vorpal blade. It has an Intelligence and an Ego of 14. Its abilities are *detect magic*, *detect invisible object*, and *locate object*.

It speaks eight languages, it is lawful neutral in alignment, and it desires to return to its master, T. Deeous, as soon as possible. This sword was taken by a roc, held by a jub-jub bird for a time, and then stolen by a bandersnatch. If it can gain control of its current owner, it will do so, then begin shouting "Snickersnack! Snickersnack! I'll cut your heads off if you don't take me back!" If the party attempts to retain this weapon, the DM must remember that it will never, under any circumstances, be a willing servant. It will always seek to destroy those who wield it until such time as it is brought back to its rightful owner. (Have it shout in situations and reveal the presence of the party, attempt mutiny or try to control the character holding it, and mislead the party about its powers whenever possible.)

Lassiviren's

XP Value: 1,600 **GP Value:** 8,000

The Rogues' Gallery

Lassiviren's sword functions as a *sword* +2. However, every time it hits it drains 2 energy levels from the opponent. The victim is allowed a saving throw vs. spell, and if the save is successful, the sword attempts to draw 2 energy levels from its user. If the wielder successfully saves, no energy levels are lost and the sword does its normal damage.

Lawful

See *Woodhold*, below.

Lemmikainen's

XP Value: 8,000 **GP Value:** 40,000

Gods, Demigods, & Heroes

This is a *sword* +5 with both sharpness and flaming abilities combined.

Life Saver

XP Value: 5,000 **GP Value:** 25,000

POLYHEDRON Newszine 76

A neutral good *sword* +2, a *life saver blade* continuously detects evil and undead within a 30-foot radius. When the weapon is drawn, it grants its wielder immunity to all energy-draining attacks. Once a week, the sword can emit a *sunburst*.

Life Stealing

XP Value: 5,000 **GP Value:** 25,000

DUNGEON MASTER Guide

This +2 weapon will eliminate 1 level of experience (or Hit Die) and accompanying abilities when it strikes any opponent on a natural roll of 20. This function is the same as the level-draining ability of certain undead creatures. The sword wielder can gain as many hit points as an oppo-

5643

ment loses to this function of the weapon, up to the maximum number of hit points the character is allowed (only a character who has suffered loss of hit points can benefit from the function).

In Ravenloft: The swordsman must make a powers check each time this weapon steals a life.

Life Taker

XP Value: 1,600 GP Value: 8,000

DRAGON Magazine 99

Life Taker is a *nine-lives stealer*.

of Light

XP Value: 800 GP Value: 4,000

Rare the Traitor

This unique magical item is currently in possession of the rogue dervish, Tolan Kai. It functions as a *scimitar* +4 but also can emit blinding light (three times a day, anyone within 20 feet must successfully save vs. spell or be blinded for 2d4 rounds), and *cure serious wounds* (once a day).

Lightning Blade

XP Value: 2,000 GP Value: 10,000

POLYHEDRON Newszine 82

Only three of these swords are known to exist. Each is crafted of shining platinum inlaid with golden lightning bolts running down the sides. Ten rounds after the blade has been drawn, or upon the speaking of a command word, the sword glows blue and can discharge a 7-die *lightning bolt* once a round for up to the next seven rounds. When not aglow, the sword gives a +4 bonus on attack and damage rolls, and a +5 bonus when used against water-breathing creatures. On the round during which the sword begins to glow, the wielder suffers 2d6 points of electrical damage. The wielder suffers 2d6 points of damage each subsequent round until a lightning bolt is released. Once the blade has been drawn, it cannot be sheathed until a *lightning bolt* is released.

Locate Object

XP Value: 800 GP Value: 4,000

DUNGEONS & DRAGONS Expert Rules Set

Once a day, this sword may be used to *locate object* up to 120 feet away in the same manner as the 2nd-level wizard spell.

of Luck

XP Value: 1,000 GP Value: 5,000

POLYHEDRON Newszine 76

This elven sword is a *luck blade* that at one time held four *wishes*. Now the steel is colder and only a single *wish* remains. The sword's pommel is engraved with a face that emits dull, haunting moans in battle. All opponents hearing the moans must save vs. spell or flee in fear for 1d4+1 turns.

Luck Blade

XP Value: 1,000 GP Value: 5,000

DUNGEON MASTER Guide

This gives its possessor a +1 bonus to all saving throws and has 1d4+1 *wishes*. The DM should keep the number of *wishes* secret.

Lydia's Broad sword

XP Value: 5,000 GP Value: 25,000

The Assassin's Knot

Lydia's weapon of choice is a *broad sword* +2 with an Intelligence of 15, an Ego of 5, and an alignment of lawful neutral. It possesses empathy, the ability to detect good, and the ability to detect evil.

of Lyons

XP Value: 800 GP Value: 4,000

Assault on the Aerie of the Slave Lords

This legendary sword is an *invisible sword* +1. While sheathed, its user is invisible (as the spell *invisibility*) until he or she attacks. When the sword is drawn the invisibility ends, but the sword itself is always invisible.

Madoc's

XP Value: 800 GP Value: 4,000

The Shady Dragon Inn

Madoc Gwynn wields a *sword* +1 with the ability to *locate objects* three times a day.

Malign

XP Value: 3,600 GP Value: 18,000

Book of Lairs, 1st Edition

Malign is a *defender bastard sword* +4 that causes 2d8+4 points of damage. It speaks Cloud Dragon, Faerie Dragon, Mist Dragon, Shadow Dragon, Fomorian Giant, Firbolg, Verbeeg, Marid, Quickling, and Thri-kreen. It can speak verbally and telepathically. It detects traps at double distance and invisible objects at double distance. It can also *charm person*. Its purpose is to slay wizards; its Intelligence is 17 and its Ego is 28.

Mamluk Sword of Obedience

XP Value: 700 GP Value: 3,500

DRAGON Magazine 179

In addition to their magical bonuses, these weapons also have additional powers over humanoid creatures (including men, elves, dwarves, gnomes, goblinoid creatures, lycanthropes in human form, and giants, but not creatures who are obviously nonhuman, such as lizard men, who have tails). An individual struck by a magical mamluk sword must make a saving throw vs. spell or be *charmed*, immediately surrendering to the victor in combat, providing that the individual

5654

wielding the sword is of a higher level or has more Hit Dice than the victim. The effects of the spell are the same as those for *charm person* or *charm monster*.

of Mammal Slaying

XP Value: 900 **GP Value:** 4,500

Prince of LANKHMAR™

This sword works as a standard nonmagical weapon when used against nonmammalian life forms. Against mammals, however, the sword gains a +1 bonus. Against mammals of good alignment, the sword gains an additional +2 bonus to attack and damage rolls.

When the mammals are intelligent enough to have an alignment, the bonus rises to a +3 if the creature is of any good alignment. When the sword is around mammals, it vibrates, causing a slight humming noise. When a good-aligned mammal is within 60 feet, the sword hums at a higher pitch, and actually begins pulling out of the scabbard partially. The sword does not mind being used by a mammal, as long as another mammal is being killed by it. If a week goes by with no mammal blood on its blade, the sword will actually incite a berserker rage until the sword is coated with it.

This slightly intelligent sword does not appear to be evil when *detect evil* is cast upon it. The sword is only antigood and antimammal.

Also, the sword is similar to a *sword of sharpness* in the fact that it causes the wound to bleed profusely for 1d4 rounds after that. This excessive bleeding causes an additional point of damage for every round. Therefore, the total amount of damage this sword does in combat is 1d8+3+1d4.

This magical sword is very rare. It is a common sight among lizardmen, who use the blades when fighting off the human infestations within their lands. Against lizardmen, however, the sword acts like a *cursed sword* -3. This cursed effect occurs even if a nonmammalian creature is wielding it.

Mantooth

XP Value: 1,500 **GP Value:** 7,500

Dragons of Triumph

This potent sword looks like an ordinary *long sword* +1. It is also known by the names *Spellcleaver*, *Darkstar*, *Caramon's Sword*, and *Magefool*. Its abilities are primarily directed at countering magic.

Mantooth gains a +2 bonus on attack and damage rolls against wizards and enchanted creatures. The sword can possibly sever a magical barrier—it has a 1% chance per point of damage inflicted. Finally, it can be used to turn a spell

cast against the wielder. To activate the ability that causes the spell to rebound against its caster, the wielder of the sword must roll to hit AC 0, with no bonuses applied to the roll.

Mantooth II

XP Value: 2,700 **GP Value:** 13,500

Tales of the Lance

Silvanesti legends tell of this warrior's blade that could shatter enchantments and turn spells—the true wizard's bane. It is known by many names: *Spellcleaver*, *Darkstar*, *Magefool*, and *Mantooth*. Folktales credit this blade with the undoing of the sorceress Silvana 500 years ago and the binding of the ogre mage Shril. The sword's origin and purpose are unknown, as is its current location. *Mantooth* last appeared in the treasury of Silvanost.

Mantooth is a *long sword* +1 (+2 vs. wizards and magical creatures). It deflects a magical attack back on the attacker by rolling against AC 0 (without bonuses). The spellcaster may still save to dodge the attack. *Mantooth* also may sever magical barriers. Roll to hit AC 0. Every point of damage inflicted on the barrier causes a 1% cumulative chance that the barrier will fall.

Maroon

XP Value: 1,400 **GP Value:** 14,500

Adventures in BLACKMOOR

Maroon is an extremely powerful, lawful good *sword* +2/+3 vs. *undead* and *dragons*. It has an Intelligence of 12 and an Ego of 5 and possesses the powers *see invisible*, *detect evil*, and *detect magic*. It can also *read magic* and has the extraordinary powers of *healing*, *levitation*, and *teleportation*. It speaks Dragon, Dwarf, Elf, Gnome, Orc and Pixie.

Mayonaka's Silver Katana

(Tasogare)

XP Value: 1,800 **GP Value:** 9,000

Children of the Night

Mayonaka wields a keen silver katana that has been in his family for generations. Oriental runes run down the side of the blade, naming it *Tasogare* or *Twilight* in the language of Mayonaka's homeland. The katana can be used either one- or two-handed. As a one-handed weapon it does 1d10 points of damage against small or medium size targets and 1d12 against large ones. As a two-handed weapon it does 2d6 to both types of targets. The katana is a medium weapon that weighs six pounds and has a speed factor of 4. *Tasogare* is enchanted, giving it a +3 on all attack and damage rolls. In addition, once a day it can be used to cast a *darkness* 15' radius spell. Anyone holding the sword can see normally in the

5659

area of darkness, which remains centered on the weapon itself. Mayonaka's Strength bonus of +3 to attack and +7 to damage applies when using *Tasogare*.

Melior

XP Value: 2,000 **GP Value:** 10,000

Book of Lairs, 1st Edition

Melior is a lawful good, two-handed sword +3 that causes 1d10+3 points of damage. It speaks the following dragon tongues; Red, Black, Green, White, Blue, and Dragon Turtle; it has speech and telepathy. *Melior* detects precious metals, gems, invisible objects and possesses *x-ray vision* (like a *ring of x-ray vision*). Its purpose is to slay non-human monsters. Its Intelligence and Ego are both 17.

Meredin's Luck Blade

XP Value: 1,000 **GP Value:** 5,000

1992 Fantasy Collector Card 82

This magical sword has so far helped Meredin out of several very difficult scrapes. The blade confers a +1 bonus to all of Meredin's saving throws, and when all else seems to fail, luck saves Meredin. For instance, Meredin once found himself cornered by some thugs on the docks, and *wished* for them to disappear. At that instant, a large net full of freshly caught fish broke free of its hoist and fell on top of the thugs, hiding them from his view.

Mimung

XP Value: 6,800 **GP Value:** 34,000

DUNGEONS & DRAGONS Master Set

Mimung, sword of the hero Wittich, was lent to Siegfried for a time. It is the equivalent of a sword of wounding +2.

Mitra's Sword of Light

XP Value: 10,000 **GP Value:** 50,000

Legends & Lore

Mitra's avatar's sword of light cuts through any armor as if the wearer's AC were no better than 5.

Monster Slayer

XP Value: 5,200 **GP Value:** 26,000

POLYHEDRON Newszine 76

Monster Slayer is a bastard sword +5 (Int 15, Ego 14, AL LG). The sword has the following abilities, powers, and purpose:

Primary abilities: Detect magic 10' radius, detect sloping passages 10' radius, and detect traps in a 10' radius.

Special power: Paralyzes victims for 1d4 rounds (unless they save vs. paralyzation).

Special purpose: To slay nonhuman monsters. The sword speaks fluent Common.

Moon Blade

XP Value: 2,000 **GP Value:** 10,000

DUNGEON Magazine 25

This sword is the opposite of a *sun blade*. Regardless of the size of the *moon blade*, it can be wielded as if it were a short sword with respect to encumbrance, speed factor, and so on.

In normal combat, the pale yellow blade of the weapon is equal to a sword +1. When used against a creature of good alignment the bonus is +2. Against paladins and good-aligned clerics, the sword scores double damage. All *moon blades* are of evil alignment.

Moon blades have a special *moonbeam* power. Once a day, upon command, the blade can be swung vigorously above the head, and it will shed a soft, pale light similar to moonlight. The light illuminates a 10-foot radius around the wielder and spreads outward at the rate of 5 feet per round for 10 rounds. When the swinging stops, the light fades to a dim glow that persists for another turn before disappearing. Unlike the normal *moonbeam* spell, the sword's *moonbeam* power works equally well in daylight or darkness. It can light a dark place or dim the sunshine. When used in daylight, the light in the area of effect is dimmed to that of pale moonlight or a dark night. This power is extremely helpful to creatures unable to abide the sun. Those that normally fight with a penalty in bright sunshine, such as goblins, orcs, and kobolds, have all such penalties eliminated when fighting in the moonbeam's area of effect. (See also *Sunblade*.)

Morglay

XP Value: 1,000 **GP Value:** 5,000

DUNGEONS & DRAGONS Master Set

Morglay, also known as Big Ben, was the sword of Sir Bevis. It is a sword +1 luck blade.

Movanic Deva

XP Value: 2,000 **GP Value:** 9,000

Outer Planes MC Appendix

Although they are often seen carrying a variety of weapons, they most often employ a great two-handed sword with which they can attack twice per round. The great enchanted blade is, in all respects, equal to a sword +1 flame tongue. It does damage equal to a two-handed sword (1d10 to S or M, 3d6 to L) with each strike. If a movanic deva forfeits one or both of its attacks, it can parry one strike per attack forfeited. The parry is automatically successful and requires no die roll. The parry can be used against magical attacks, even spells that would normally always hit.

Naesowen, Ghost Blade**XP Value:** 800 **GP Value:** 4,000

POLYHEDRON Newszine 76

Naesowen was forged in the Tower of Ergoth by the power of Black Robe Wizards during the days when they were hunted, following the Cataclysm. The wizards summoned and trapped an evil spirit within the blade to give it strength and additional powers. *Naesowen* is a lawful evil sword +1, +2 vs. spellcasters and enchanted beings. At will, it detects magic and invisibility, detects lies and casts know alignment. Three times a week, the sword can cast an antimagic shell. In addition, when wielded against Wizards of the White Robe, it can cause confusion for 2d6 rounds.

The sword speaks Common and Ancient Common, verbally and telepathically. It can also read those languages, as well as read magic.

Nagelring**XP Value:** 1,500 **GP Value:** 7,500

DUNGEONS & DRAGONS Master Set

Nagelring, or *nail-ring*, was the sword of Dietrich of Bern, a Germanic hero. It is a sword +5 defender.

Namara Neversleep**XP Value:** 2,000 **GP Value:** 10,000

DRAGON Magazine 74

Namara is a finely forged sword +2 on attack rolls, +4 on damage rolls. It glows with a pale, mauve radiance when drawn and spits white sparks when it strikes other metal. On one side of the blade is etched in Common "Namara," and on the other face "Never Sleep." The bearer may, at will, evoke the sword's power to emanate *silence 15' radius*. *Neversleep* is as heavy as a normal weapon, but floats on top of any liquid (fresh water, brine, oil, wine). The sword has no alignment or sentience.

Namara appears in many legends and tall tales, but the designation the "Neversleep Sword" appears to be derived only from the inscription on the blade and does not refer to any specific property of the sword. Its origin is unknown; *Namara* appears to have existed for as long as tales have survived, wielded by such mythic heroes as Eth and Brensyl the Tall. Even the most critical of sages (Kumur the Skeptic, First Speaker of Evernoster) cannot determine *Namara's* probable time or place of origin, or find any references in the tales of a world to a time "before *Namara* was forged."

Within the last 500 years, *Namara* has been the blade of Serrus the Great, founder of Amn, and a blade borne there by his descendants for three generations. His fourth direct descendant, Ereskas, bore *Namara* north to found the city of

Mirabar. Ereskas died without issue, and *Namara* was carefully preserved atop his tomb in the city. There it remained for 60 winters, until Mirabar was overrun and plundered in the Goblin Wars. The goblin chieftain Nethaug seized the sword and bore it back to a ravine so deep in the mountains that the goblins, who were subsequently almost eradicated from the North, still hold that ravine to this day.

The blade remained in goblin hands for almost 200 seasons, until a goblin named Ghaure was slain by a band of adventurers known as the Company of the Gryphon. The leader of the band, a warrior called Flarr, gave the blade to Thulmar One-Eye of Port Llast in exchange for training some 80 winters ago.

Thulmar bore the blade until his death in the Cold Winter, when it passed to the Mistress of Port Llast, Stormraven the Proud Queen. Stormraven, who rode and fought at the head of her men, jet-black hair flowing wildly about, briefly made Port Llast great. She is remembered fondly by old warriors, and will live long in fireside tales. At length she married a former enemy, Parldulph of Neverwinter, and gave *Namara* to her son Rivenhelm.

Rivenhelm became one of the greatest knights and passed the blade on to Tamper Tencoin, an adventurer. Tencoin stood over the wounded knight in battle with the mercenary company of the Flaming Fist for most of a day in a vain attempt to save Rivenhelm's life. The tiny band held on 'till nightfall, when the mercenaries fell back and drove in their tracking dogs to ravage the wounded enemy. Rivenhelm handed *Namara* to Tencoin in the darkness and said "This is yours now." Leaving a trail of blood behind him, Rivenhelm crawled forward to choke the life out of one dog and died under the jaws of half a dozen more.

Tencoin lost the blade when he was poisoned in the Whistling Wizard Inn four winters ago. The poison made him mad for days, and when he returned to his senses, *Namara* was gone. Elminster, who saw the blade when Tencoin visited Shadowdale some years before this event, believes it was stolen by local thieves and will soon turn up again. And when it does, Tamper Tencoin will come looking for it.

Neekar**XP Value:** 1,000 **GP Value:** 5,000

DRAGON Magazine 188

Also known as the *Sword of Tongues* or the *Waterdhavian Diplomat*, this unique blade first appeared centuries ago in the treasury of a noble house of Waterdeep. It was lost in a duel to a rival family, who in turn sold it a generation later when

the family briefly fell from fortune. Both houses would doubtless pay a handsome sum for its recovery.

Neekar is a steel broad sword with a plain silver pommel and an ivory scabbard. It sheds no light and has no combat bonuses. If detect magic is cast on it, it radiates an aura of divination. It is of lawfully neutral alignment (Intelligence 16, Ego 10), communicates by speech, and can read nonmagical writing.

Neekar's primary ability is its power to speak in any language native to the Prime Material Plane, a function derived from the complicated use of a *tongues* spell in its creation. This is even applicable to archaic or regional dialects. By the same token, it lets its wielder read any text written in those languages merely by touching the blade to the work (the sword reads whatever is exposed to the blade's "sight"). No mouth or eyes appear on the weapon; its sensory abilities are purely magical in nature, so it can see in every direction from its blade, and hear all that's said within a 60-foot radius. It cannot use telepathy, even with its wielder.

The weapon was meant to be an inconspicuous aide in politics and is a shrewd negotiator. It has a history of participation in delicate treaties that it is quite proud of, and the sword is often willing to parley on behalf of its wielder over even trivial matters.

Nepanth

XP Value: 700

GP Value: 3,500

The Duchy of Ten

Kay Degern owns a sword +2 with the power to charm person. He calls this sword *Nepanth*.

of Night

XP Value: 700

GP Value: 3,500

DRAGON Magazine 91

Though some magical swords shed light, a sword of night, also known as a *black sword*, sheds darkness. The sword's wielder determines the radius of the *sphere of darkness* given off by the sword; it can be from 5 feet to 25 feet, in 5-foot increments. Within this radius, no creature but the sword's wielder is able to see and they suffer a -4 penalty on their attack rolls, as well as losing any Armor Class bonuses for Dexterity. Infravision is similarly useless within this radius. The sword's user sees normally and can use the sword as a +1 weapon on attack and damage rolls.

This sword can also cause *fear* in all creatures within the darkness who fail a saving throw vs. spell (with Wisdom bonuses applicable). This fear power is generated at the wielder's unspoken command, and may be produced up to three times a day. Creatures affected by *fear* move away from

the darkness at full speed for 1d6+1 rounds. A *light* spell cast at the sword negates all of its powers (except for its +1 combat bonus) for one round per level of the caster, if the sword fails to save vs. lightning (as hard metal). A *continual light* spell negates the darkness power for twice as long, and the save against it is made at a -3 penalty.



Nightwatcher

XP Value: 2,400

GP Value: 12,000

DRAGON Magazine 188

This unique blade first appeared on the Sword Coast nearly 200 years ago in the possession of a grizzled old adventurer who claimed to have found it in an ancient ruin deep within the Great Desert, Anauroch. The old man gave it as a wedding present to his eldest daughter's fiancé, and since then it has passed from father to son for four more generations until a distant grandson used it to pay off his gambling debts.

Nightwatcher changed hands with bewildering frequency over the next 50 or 60 winters, showing up all across the Realms. It was finally purchased by an eccentric adventurer who met disaster in a battle with trolls 30 years ago. It has not been seen since.

Nightwatcher is a long sword with a very sharp, black-adamantite blade with a silver pommel, worked in ivory and set with a large, black pearl (worth 500 gp). It is a +3 weapon that radiates no light.

The sword's bearer can see at night under an open sky as well as if it were daylight. All magical darkness within 30 feet of the blade is dispersed, though darkness of natural origin is unaffected, except as noted above. When planted firmly into the ground, *Nightwatcher* hums loudly if anyone with intent to harm its wielder approaches within 60 feet. This functions even if the thugs are concealed or invisible, though Astral and Ethereal creatures cannot be sensed by the sword.

Nightwind

XP Value: 400 GP Value: 2,000

The Shady Dragon Inn

Warduke, an evil warrior, named his sword +1 *Nightwind* since it is the first magical item he has ever found. The sword has no special powers, but was used in an attempt to overthrow Kelek, a kindly wizard-leader of a small territory. Warduke also uses a nightmare as a mount.

Nine Lives Stealer

XP Value: 1,600 GP Value: 8,000

DUNGEON MASTER Guide

This always performs as a +2 weapon, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. A natural 20 must be scored on the wielder's attack roll for the sword to function. The victim is entitled to a saving throw vs. spell. If it succeeds, the sword does not function, no charge is used, and normal damage is determined.

In Ravenloft: Each time this sword steals a life, a Ravenloft powers check is required.

Nine Steps Draining

XP Value: 1,600 GP Value: 8,000

GREYHAWK

This weapon appears to be a typical +2 sword, but it also drains energy in progressive steps from 1 to 9 on any hit of 20. Thus, on the first 20 scored it will drain one level, the next, it drains two, and so on until on the ninth 20 it drains nine levels. After that it reverts to a normal +2 sword and can never be made anything else.

Nomog-Geaya's Broad Sword

XP Value: 7,200 GP Value: 36,000

Monster Mythology

The avatar's broad sword +3 has the property of wounding.

Oberon's

XP Value: 2,000 GP Value: 10,000

Monster Mythology

This avatar's long sword +3 casts light or continual light as Oberon wills and once a day can project a sunray.

of Odin

XP Value: 3,500

GP Value: 17,500

Legends & Lore

During a banquet one day, a mysterious stranger (Odin in disguise) brought this gleaming sword to the Volsung's hall and plunged it into a living tree, saying that whoever could remove it could have it. Only the hero Sigmund could pull it free. He later used it to avenge a terrible wrong done to his family, then passed it on to his son, Sigurd. Sigurd made good use of the weapon, using it to slay the dragon Fafnir and rescue the valkyrie Brynhild from her imprisonment in a ring of fire. Unfortunately, the sword seems to have been lost after Sigurd's death.

The sword of Odin is a *dragon slayer*, forged by the dwarfs of Asgard for the purpose of slaying red dragons. While the sword is normally a +3 weapon, against these terrible beasts it becomes a +5 weapon and does triple damage. The sword of Odin also shields its bearer against fire damage, whether normal or magical. It can only be wielded by one of lawful good alignment.

Odin's

XP Value: 3,500

GP Value: 17,500

DEITIES & DEMIGODS

Sigurd wields *Odin's sword*, a *dragon slayer* +4/+5 vs. red dragons. In addition to its normal magical bonus, it does triple damage to red dragons and renders him immune to all magical and mundane fire damage.

of Olynthos

XP Value: 4,000

GP Value: 20,000

The Milenian Scepter

Emperor Olynthos was renowned for his skill in combat and athletics and his willingness to do anything to win. The sword is yet another example of his hunger for victory. It was enchanted by the wizards of the Academy of the Arcane, and presented to Emperor Olynthos many circles (years) ago. It remains with Emperor Olynthos in his sleep in a crypt beneath the Acropolis, where Olynthos stands as Eternal Guardian of the Milenian Scepter.

The sword of Olynthos is a short sword with a well-honed, iron blade. The handle is also made of iron, wrapped with leather, and fashioned in the shape of an eagle's claw clutching a large ruby (worth 7,500 gp). Written along the blade in Milenian script are runes that translate to: "We call upon Palartarkan that this blade might bring health and victory to our courageous Emperor Olynthos!" Palartarkan is the Immortal patron within the Milenian Empire. By speaking aloud the Immortal's name, it is possible to invoke the sword's healing power.

The sword has a weapon modifier of +4 on attack and damage rolls. Once a day, it may be commanded to heal the wielder by the same amount of damage it inflicts on the next strike. For example, if the wielder strikes an opponent for 10 points of damage (including all modifiers for Strength and the sword's +4 weapon modifier), the wielder recovers 10 lost hit points. The user cannot gain more hit points than his or her normal maximum. The hit points are not permanently lost by the victim, who may heal normally.

Owen's

XP Value: 1,200 **GP Value:** 6,000

The Shady Dragon Inn

Owen the Powerful wields a special *broad sword* +1 that flames upon command. When commanded to flame a target, the sword unleashes a fireball of the size dictated by the user (up to 6 dice). The sword has 12 dice of *fireballs* at its disposal each day, and the user has the ability to specify the size of this fiery blast (from 1 to 6 dice).

Paramel

XP Value: 2,000 **GP Value:** 10,000

The Egg of the Phoenix

Paramel is a sword of neutral good alignment (usable by any good character). It speaks when held but does not reveal anything about itself until a single individual is selected to be its permanent owner. This *long sword* +3 has an Intelligence score of 14, Ego of 9, and a Total Personality Strength (ToPS) of 23. It speaks Common, Lammasu, and Salamander. It can *detect magic* in a 10-foot radius when commanded and can cast *telekinesis* (as if cast by a 10th-level wizard) once a day.

Please note that ToPS = Int+Charisma+Level; compare totals for determining control. However, *Paramel* usually goes along with the party's wishes—it is neutral good. Remember that swords have Intelligence but no Wisdom, no spirit, and rarely possess a soul. If traded between party members after an "owner" is selected, *Paramel* becomes sullen and refuses to cooperate for 1 week.

Partisan

XP Value: 3,500 **GP Value:** 17,500

Book of Lairs, 1st Edition

Partisan is a neutral *scimitar* +5 that causes 1d8+5 points of damage. It speaks the following tongues: Elf, Dwarf, Orc, Goblin, Halfling, Ogre, Kobold, Hill and Storm Giant. It has speech and telepathy, *detects shifting rooms*, *sloping passages*, and *magic*, and has *telekinesis*. Its purpose is to cause paralysis. It has an Intelligence of 17 and an Ego of 19.

Peacemaker

XP Value: 800 **GP Value:** 4,000

Adventures in BLACKMOOR

Peacemaker is simply a *sword* +2 owned by Peshwan Na Shepro, Baron of Dragonia.

Peregrine's

XP Value: 900 **GP Value:** 4,500

The Shady Dragon Inn

Peregrine the Hawk wields a *sword* +2 with the ability to *charm person* twice a day as though cast by an 8th-level priest.

Phantom

XP Value: 400 **GP Value:** 2,000

Children of the Night

Desmond's rapier, *Phantom*, gains a +1 bonus on all attack and damage rolls, inflicting a total of 1d6+2 points of damage to Small or Human size foes, and 1d8+2 points to larger ones.

Philippan

XP Value: 600 **GP Value:** 3,000

DUNGEONS & DRAGONS Master Set

Philippan was the sword of Mark Antony, a member of the Second Triumvirate of Rome (43 BC). This is a *sword* +1/+2 vs. *public officials*.

Piercer

XP Value: 7,000 **GP Value:** 35,000

DRAGON Magazine 99

Piercer is a *sword of sharpness*.

Plak's

XP Value: 900 **GP Value:** 4,500

Night's Dark Terror

Plak, the goblin king of the Yellow-Fang Clan, carries a *sword* +2 with the ability to cast *cure light wounds* once per day. The command word "silmar" is engraved on the blade.

of the Planes

XP Value: 1,200 **GP Value:** 6,000

DUNGEON MASTER Guide

This magical weapon has a bonus of +1 on the Prime Material Plane, but on any Inner Plane that bonus increases to +2. (The +2 bonus also applies on the Prime Material Plane when the weapon is used against opponents from the Inner Planes.) Similarly, when used on an Outer Plane or against creatures from the Outer Planes, the sword becomes a +3 weapon. Finally, it operates as a +4 weapon on the Astral and Ethereal Planes or when used against opponents from those planes.

In Ravenloft: Ravenloft is essentially part of the Ethereal Plane; therefore, this sword has a +4 bonus in the demiplane.

Poisonsword**XP Value:** 1,200 **GP Value:** 6,000

Mordenkainen's Fantastic Adventure

This 5½-foot-long sword is wrought from crystal-encased iron. A greenish, viscous fluid oozes from its surface. This substance is poison. When the user scores a hit, its victim takes 2d12 points of immediate damage and must make a saving throw vs. poison or die.

Porpherio's**XP Value:** 900 **GP Value:** 4,500

Beyond the Crystal Cave

This *long sword* +2 can detect magic in a 10-foot radius. It has an Intelligence of 12 and an Ego of 3.

Purta Blue's**XP Value:** 2,000 **GP Value:** 10,000

The Duchy of Ten

A lawful good *sword* +1, this blade has an Intelligence of 9, an Ego of 4, and the powers *detect invisibility*, *detect evil*, and find traps.

of Quickness**XP Value:** 1,600 **GP Value:** 8,000

DUNGEON MASTER Guide

This is a special *blade* +2 that enables the wielder to strike first in every combat round. If the wielder encounters someone with a similar weapon (such as a *scimitar of speed*), both strike simultaneously.

of RageSee *Stonefist*, below.**Ratri's****XP Value:** 1,000 **GP Value:** 5,000

Legends & Lore

Any being struck by *Ratri's sword* must save vs. paralyzation or be permanently blinded.

Red Death**XP Value:** 3,000 **GP Value:** 15,000

POLYHEDRON Newszine 65

Red Death is a *bastard sword* +4, with an Intelligence of 17, Ego 22, and a lawful good alignment. Its abilities (once a day) are telepathy, read languages, *detect magic*, *detect evil*, *strength*, and *heal*. *Red Death* can speak Common and Elf. The sword has a special purpose to defeat evil priests, and its special purpose power is *disintegrate* three times a day. *Red Death's* current whereabouts are a mystery.

Red Robin**XP Value:** 800 **GP Value:** 4,000

Adventures in BLACKMOOR

Red Robin, owned by Bascom Ungulian, Baron of Glendower, is a *sword* +2 with no special benefits or powers.

Red Sabre**XP Value:** 1,000 **GP Value:** 5,000

Legends & Lore

This *sabre* +3 casts an *antimagic shell* that does not limit the user's own spell abilities.

Redeemer**XP Value:** 800 **GP Value:** 4,000

Dragons of Faith

Redeemer is actually *Wyrmsbane*, the lesser mate to *Wyrmslayer*, sword of Kith Kanan. It is normally a *sword* +2, but it inflicts double damage to dragons and draconians and triples damage to black and sea dragons. This sword cannot become stuck when a Baaz draconian dies. The DM should quietly record the extra damage against the above monsters.

Redeemer can also *locate object* three times a day. If the user desires to find something he knows well and if it is in range, the DM should steer him in the right direction. (See *Wyrmsbane II* for more details).

Rel Astran Sword of Enmity**XP Value:** 750 **GP Value:** 3,750

GREYHAWK Adventures

This long sword was enchanted for a paladin from the City of Rel Astra. The weapon has a normal bonus of +1 attack and damage in combat. However, it also raises the wielder's attack and damage rolls by an additional +2 when used against racially hated opponents. Examples of those gaining the bonus include: paladins against chaotic evil creatures, rangers against giant-class creatures, barbarians against wizards, elves against driders and drow elves, and so on.

Ren's Sword of Dancing**XP Value:** 4,400 **GP Value:** 22,000

1992 Fantasy Collector Card 22

This is a neutral *weapon* +2 both on attack and damage rolls on all rounds. It forces the wielder to make it dance on any second round of combat—the sword fights by itself for four rounds and then *teleports* back to the hand of the wielder for two more rounds. The wielder can verbally command the sword to switch adversaries at any time. The sword has an Intelligence of 16, an Ego of 8, and can read maps and languages of a nonmagical nature. It can also detect

5703

secret doors, *detect evil* and *good*, and *teleport* up to 600 pounds once a day.

Reptilian Legionnaire

XP Value: 1,400 GP Value: 7,000

DUNGEON MASTER Guide

This sword gives an additional +3 bonus against such creatures as dinosaurs, dragons, hydras, lizards, snakes, wyverns, and lizard men.

Retaliator

XP Value: 6,000 GP Value: 30,000

Legends & Lore

Manannan macLir's avatar wields a sword called *Retaliator* that automatically slays his worst enemies, the fire giants, when he strikes (no saving throw). He can also call upon up to 100 HD worth of undersea creatures to fight with him. The creatures must be able to get to the scene of the battle under their own power, but once there, they follow his commands to the letter.

Retaliator II

XP Value: 4,000 GP Value: 40,000

DRAGON Magazine 179

Normally a +1 weapon, *The Retaliator* is +5 vs. any creature that has struck the wielder in physical combat within the last hour.

Rutterkin Flatchet

XP Value: 800 GP Value: 4,000

Outer Planes MC Appendix

The least tanar'ri, rutterkins, use a saw-toothed flatchet (broad-headed sword that is +1 damage vs. unarmored opponents). The weapon weighs three pounds, is Size L, has a speed factor of 4, and causes 2d4/1d6 points damage.

of the Sands

XP Value: 3,500 GP Value: 17,000

POLYHEDRON Newszine 90

When first gazing upon this weapon, most assume it is just an ornamental blade because the entire weapon, including the hilt and quillons, is made of glass. However, the glass has been magically enhanced to make it as strong and durable as any steel sword. The hilt magically adjusts to the wielder's hand to provide a secure grip.

This +1 (or rarely +2) weapon can be used by anyone proficient with scimitar. If the wielder has the nonweapon proficiency of display weapon prowess, then during a successful display (proficiency check) a curtain of whirling sand 10 by 10 by 5 feet can be made to appear up to 20 feet in front of the blade. The curtain operates in all ways as a *dust curtain* spell (from the Arabian Adventures rulebook) except that it lasts for 1d4 rounds.

Once a day the scimitar can cast the *hissing sands* spell, as a 10th-level wizard. The sand movement is controlled by pointing the tip of the weapon in the desired direction. In addition, when the weapon is held, the wielder can at will pass without a visible trace across the desert like a *traceless travel* spell.

Finally, the wielder is protected from the blinding effects of sand. This includes sand blown by the gentle breeze to grains whirling about in sandstorms.

Although the identity of the individual who first developed this enchantment to create a *scimitar of the sands* has been lost, a few sand mages in Zakhara have discovered that the use of the *sand sword* spell followed by other, secret incantations will turn steel scimitars into glass. Further, one or more *glassteel* spells are cast upon the finished weapon, as are *enchant an item* and *permanency* spells.

Sauvagine

XP Value: 900 GP Value: 4,500

DUNGEONS & DRAGONS Master Set

Sauvagine was another of Ogier's swords, also made by Munifican. This weapon is a sword +1 *flame tongue*.

Savitri's

XP Value: 4,100 GP Value: 27,500

Legends & Lore

Any armor touched by *Savitri's fire sword* must save vs. magical fire, or it falls off.

Scale Cleaver

XP Value: 600 GP Value: 3,000

POLYHEDRON Newszine 76

This weapon appears to be a skillfully crafted long sword with intertwining symbols in the language of the rare race of marsh-dwelling elves in the jungles of Chult. Those able to decipher the symbols can tell that the blade was crafted to aid the elves in their long struggle against the lizard men. Against beings with a natural, scaly covering, such as lizards, snakes, dragons, fish, and so on, the weapon is a sword +5. In addition, it grants its wielder a magical bonus against foes clad in armor made of natural scales. Against all other opponents, the sword is +1.

Scales of Justice

XP Value: 2,200 GP Value: 11,000

Hall of Heroes

Tardeth is unusually possessive of his sword, which he calls the *Scales of Justice*. This intelligent blade, a long sword +3 (neutral good, INT 15, Ego 8, detect traps, Magic; heals once/day. Speaks Common), belonged to Alain, and wit-

5712

nessed his death. The man and sword understand each other well. Once, long ago, Tardeth became mentally unstable as a result of difficulty in dealing with guilt over his brother's death. Fortunately, "Scales" recognized what was happening, and took control of its possessor. It prevented a major tragedy. Since then, Tardeth has come to rely on Scales as a sort of security blanket should such an event again occur.

Scalebane

XP Value: 900 **GP Value:** 4,500

DRAGON Magazine 99

Scalebane is a sword +1, +4 vs. reptiles.

Schakha

XP Value: 3,000 **GP Value:** 15,000

The Temple of Elemental Evil

This *scimitar* +1 has an alignment of lawful neutral and an Intelligence of 14. It speaks Azer, Common, Dwarf and the language common to giants. It can detect gems within a 5-foot radius, detect secret doors within 5 feet, and detect traps in a 10-foot radius.

Scimitar of Speed

XP Value	GP Value
+1: 500	2,500
+2: 600	3,000
+3: 700	3,500
+4: 800	4,000
+5: 900	4,500

DUNGEON MASTER Guide

This is a magical weapon, usually of +2 bonus, that automatically grants its wielder the first attack in a round, even though some magical effect might have otherwise slowed the user's speed and reaction time. It also allows more than one strike in some rounds, increasing the wielder's figure for attacks per melee round by one place, so that if one attack is normal, the improved figure is three attacks every two rounds, and if three/two is normal, then the improvement is to two attacks per round. This increase in attacks is cumulative with any other bonus attacks (such as those provided by a *haste* spell).

The order of attacks in the round is determined normally after the wielder of the *scimitar of speed* has made the first attack to begin activity in the round. It is possible, for instance, that a wielder entitled to three attacks in the round will attack once before any other action takes place, and then (because of poor initiative rolls or other factors) take the remaining two attacks at the very end of the round.

There is a chance (25%) that the weapon will have a bonus of something other than +2; if this

occurs, roll percentile dice and refer to the following table to determine the appropriate bonus:

Roll	Type
01-25	+1
25-50	+2
51-75	+3
76-90	+4
91-00	+5

Scorbane

XP Value: 2,200 **GP Value:** 10,000

Blade of Vengeance

Scorbane is a sword +2/+4 vs. dragons, triple damage vs. red dragons. It has an Intelligence of 11, an Ego of 11, and a total Personality of 23. It has a neutral good alignment.

Scorbane's blade is inscribed with an enameled red dragon and the hilt is in the form of a dragon's head. At *Scorbane's* pommel, a magical green gem is clenched in the dragon's teeth. This gem has the property of being able to *cure light wounds* (as the spell) on the sword's owner only, three times a day. In addition, *Scorbane* has the following powers:

- **Detect magic:** 20-foot range, 3 times a day.
- **Find traps:** 10-foot range, 3 times a day.
- **Find secret doors:** 10-foot range, 3 times a day.
- **Read magic:** as the 1st-level wizard spell, at will.
- **Immunity:** To the charm spells of red dragons. This power is passed onto the bearer of the sword.
- **Languages:** Common, Dragon, Elf

Scorbane is proud of its abilities and expects respect even from its owner. It will always seek to kill chaotic evil and lawful evil dragons, subduing only if forced.

If *Scorbane* is found without a scabbard, it will insist that one be found or made for it as soon as possible. It always craves the finest gems for the adornment of its scabbard and demands that other magical swords, already owned, be discarded.

If its demands are denied, *Scorbane* sulks and is surly in its attitudes. Given the opportunity, *Scorbane* will point out to others how niggardly its owner is, treating it as though it were nothing more than a normal sword.

However, if *Scorbane* is well treated, and the owner gives in to its demands and flatters its ego, its vanity will be appeased and it becomes a willing tool, eager to aid its owner in any way possible.

Scourge of Regenerators

XP Value: 900 **GP Value:** 4,500

DUNGEON MASTER Guide

This sword gives an additional +2 bonus to its wielder even when the regenerating creature does so because of a magical device—such as a *ring of regeneration*.

Serpent Slicer

XP Value: 900 **GP Value:** 4,500

POLYHEDRON Newszine 76

Serpent slicers are made of a dull, gray metal and have a caduceus engraved near the hilt. They have steel hilt guards with rubies embedded in them. The serviceable hilts are of plain leather that appears to be well used. These swords are always found in a sheath of dragon hide—the sword prefers to be sheathed in dragon flesh.

Serpent slicers are *swords* +1, +3 vs. *dragons*. The pommel glows in the presence of any dragon. The sword bestows upon its wielder the ability to speak with any dragon.

Sess'innek's

XP Value **GP Value**
Long Sword: 1,000 5,000
Two-Handed Sword: 3,000 15,000

Monster Mythology

The avatar usually employs four *long swords* +2 with a *two-handed sword* +4 that can *plane shift* (sword-wielder only) once a month and *dispel magic* in a 30-foot radius to a range of 120 feet 3 times a day.

Seventh Blade

XP Value: 7,000 **GP Value:** 35,000

POLYHEDRON Newszine 76

In the hands of a woman with a Charisma of at least 13, this fine blade operates as a *long sword* +1 *flame tongue*. The sword can, at will, *detect evil*, *detect magic*, and *detect invisible* with a 30-foot radius. Its extraordinary powers, which can be used twice a day, are *X-ray vision* and *ESP*. The scabbard functions as a *rod of victory*. Neither the sword nor the scabbard can function for males or for women who have a Charisma of less than 13.

Shadowsword

XP Value: 900 **GP Value:** 4,500

IMAGINE Magazine 12

This sword is made from the finest steel, infused with night hag's blood to darken the metal to a deep, almost black, ebony. Once the blade has been forged, it is treated during construction as a +4 weapon. The wizard casts *enchant an item*, *monster summoning IV* to call a shadow, *geas*, and *polymorph object*, turning them into a hand-grip for the sword. This is then joined to the blade

with a *mending* spell.

Know alignment is placed on the sword by a *limited wish* and *shocking grasp* is added to the mix. The wizard then casts *invisibility* and bathes the sword in a mixture of skulk spittle and blink dog blood. Finally, the wizard binds all the dweomers together with a *permanency* spell.

The resulting weapon varies its attack effectiveness according to the lighting conditions. In bright sunlight, the shadowsword is treated as a normal sword; in overcast conditions, it acts as a *sword* +1; in torchlight, it is +2; in darkness, +3. Once a day, the sword confers *invisibility* upon its user until he or she attacks.

The shadowsword is always of chaotic evil alignment, as must be the wizard who constructs it, the weaponsmith who forges it, and the person who wields it.

Shalandain's Holy Avenger

XP Value: 4,000 **GP Value:** 20,000

1992 Fantasy Collector Card 134

Shalandain recovered this highly magical and intelligent sword from the wreckage of a neogi mindspider. The sword, named *Fate's Promise*, grants a magic resistance of 50% in a 5-foot radius, dispels magic in a 5-foot radius, and grants a bonus of 10 additional points of damage upon chaotic evil opponents. In addition, *Fate's Promise* can cast *strength* once a day and *heal* twice a day.

of Shame

XP Value: 500 **GP Value:** 2,500

Secrets of the Lamp

This *scimitar* +1 magically impugns the honor of the opponent, upon command. The effect is the same as a *taunt* spell, an opponent with an Intelligence of 2 or more will rush to physically attack the wielder, ignoring his or her own spells and ranged attacks. The opponent is allowed a saving throw vs. spell, which may have a bonus up to +4 if the opponent serves a particularly charismatic leader.

Sh'arien, Sun Blade

XP Value: 3,000 **GP Value:** 15,000

1992 Fantasy Collector Card 20

Sh'arien is an intelligent bastard sword of chaotic good alignment wielded by Ael Ra'kolth. When wielded by someone who is proficient with either the short sword or the bastard sword, Sh'arien feels like a short sword (speed factor and encumbrance), yet causes damage as a bastard sword. The *sun blade* functions as a *weapon* +2, but against creatures of the Negative Material Plane, it is +4. Once a day, Sh'arien can create a *sunray*, a 60-foot globe of sunlight, potent against undead, which Sh'arien rabidly despises.

5724

of Sharpness

XP Value: 7,000

GP Value: 35,000

DUNGEON MASTER Guide

This weapon is treated as +3 or better for purposes of who or what can be hit by it, even though it gets only a +1 bonus to attack and damage rolls. Its power is great, however, for on a very high attack roll, it will sever an extremity—arm, leg, tail, tentacle, whatever (but not head)—determined by random dice roll, considering only the sword's bonus of +1:

Opponent is	Modified Score to Sever
Normal/Armored	19–21
Larger than human size	20–21
Solid metal or stone	21

A *sword of sharpness* will respond to its wielder's desire with respect to the light it sheds—none, a 5-foot circle of dim illumination, a 15-foot light, or a 30-foot radius glow equal to a light spell.

Shazzellim

XP Value: 1,000

GP Value: 5,500

DRAGON Magazine 74

Shazzellim is a scimitar of rather poor quality steel but with a keen edge. It has a crosspiece of iron that curves into a set of rearing serpents. Its grip is of leather, dyed red, but this may now have been replaced. *Shazzellim* is neutral evil, has an Intelligence of 16 and an Ego of 14, and communicates by speech (Common, Thieves' Cant, and Orc). It is +1 on attack rolls, can *detect magic* in a 10-foot radius if the bearer wills it while wielding the sword unsheathed, and, in like manner, can *locate object* in a 30-foot radius. It can also detect secret doors in a 10-foot radius at the bearer's will, and read any nonmagical language or map. It can *heal* its bearer once a day, at the bearer's will, and has a special purpose—to slay bards. Any bard struck by *Shazzellim* is disintegrated unless the victim makes a successful save vs. spell.

Shazzellim was created by (or at least created under the orders and with the assistance of) Lauzoril of the Red Wizards of Thay, in order to destroy his primary enemies the Harpers. Little is known of the Harpers; they consist of bards and a few rangers, their device is a silver moon and a silver harp, they operate in the northern regions on both sides of the Great Desert, and they are a secret organization, rather than a band, tribe, or race of people. Of the bards of great power, only Mintiper is thought not to be a member, and of the high-level rangers, only Thulraven and Estulphore are believed to be independent of the Harpers.



It is not clear if the Harpers are anything more than a private club or fellowship at present, although in the past they have acted in concert to keep kingdoms in the northern lands and in the Dalelands reduced in power, and on at least two occasions have forcibly prevented the expansion of farms and settlements into the elven woods. The cause of Lauzoril's enmity toward the Harpers is unknown.

Elminster saw *Shazzellim* when Ahlzul, a captain of the armies of Thay, brought it to Archendale to slay the ranger Dove. Mistakenly, Ahlzul attacked the wrong woman, a knight named Jasilmer, and was himself slain. Ahlzul's men recovered *Shazzellim* and their captain's body, but were later killed by men of Archendale over a code-of-conduct dispute.

Shazzellim disappeared from view briefly, was later identified by the sage Helavaster of Hillsfar when it was brought to that city by the caravan master Lhemako Tarsakh, and subsequently passed into the hands of Lhemako's superior, Meer. The scimitar does not appear to have been passed on to Meer's superiors in Zhentil Keep (unless one of the lords of that city is hiding it from his fellows for some reason), and it may have been stolen, hidden, or passed to another by Meer before his disappearance. The blade's present whereabouts are unknown.

Shichi's Katana

XP Value: 9,000

GP Value: 45,000

New Item

Shichi No Ken, born of noble blood, stands in the shadow of those who lived before her. Greatness she can never hope to duplicate augurs a life of frustration and futility. Shichi No Ken realizes she will never have her own individuality; people who know her will always identify her by the accomplishments of her family—not her own. It has been a long, hard battle, but she thinks she has conquered this anxiety—only time will tell.

Rich, powerful, and aspiring for even more honor for the family, Shichi No Ken's parents wanted her to be groomed and polished, made into the perfect lady. Hoping Emperor Po's favorite nephew would become the next Emperor with the passing of the elder, Shichi was introduced to the nephew. The couple fell in love and bonded in a palace ritual seven months and seven days after his parents publicly announced the betrothal.

Once espoused, she and Hai Chi moved into a large villa in the center of a small village owned by Shichi No Ken's parents. The two were given the honor of receiving 30% of the taxes from the town as their personal income; all the while, the property remained in the ownership of her parents.

After being married for two years, she begat a child, Hai Chi. To his dismay, the midwife told him the firstborn child was a daughter, not a son to carry his birth right. Blaming Shichi for this abhorrent event, he beat the mother and murdered the child.

To this day the town people who witnessed the lamentable event say they saw nothing, but rumors and tales of the incident traveled quickly through the land until they reached the ears of Shichi No Ken's father. A few days later, he rescued the young mother who was still clutching her child—her long-dead child.

He took Shichi to the Seven Roses Monastery in Pe Nok, a city by the coast, where the inquisitive eyes and loathsome spies of her husband's family could not find her. There, the monks healed her, cared for her, helped her recover from the tragic death of her child, and they taught her strength. It is unusual for a woman to be allowed in a monastery, but where gender fails, money succeeds.

She began as a pupil of the Master of the East Wind. Under his patient tutelage, she learned, hoping one day to enact her dreams of revenge on her husband. Until Shichi No Ken learned to vanquish her anger, however, she was unable to master the mental disciplines she needed. After years of methodical control, she learned the mental disciplines.

Hai Chi's spies found Shichi after almost 10 years of searching. Hai Chi and 30 liegemen

invaded the Seven Roses Monastery, intent on killing Shichi and the monks who helped her. The young monks fell easy prey to the talents of Hai Chi's apostles, but the masters quickly eliminated the murderous force. The monks never laid hands upon Hai Chi; they left this honor for their companion, Shichi No Ken.

In a fury of repressed feelings and horror, Shichi almost succumbed to the terror in her heart when she saw her husband facing her with the fury of a thousand deaths in his eyes. After several strikes from his vicious hands, she rose to her own defense. Using all the skills taught by the Master of the East Wind, she defeated and killed her husband.

The Emperor's soldiers came soon thereafter to investigate the scene. In the proper manner, the soldiers first asked permission from the Grand Master of Flowers to enter. He, of course, allowed them to enter, but the delay allowed the other initiates to gather Shichi's belongings and create an escape for her.

The soldiers, however, were not there to arrest her. The news of Hai Chi's deeds reached the ears of his father and uncle (Emperor Po), and they had decided to put an end to Hai Chi's tyranny using any means necessary. Since she performed the deed for them, they were saved the disgrace of public execution. Emperor Po and Hai Chi's father both owed Shichi No Ken a debt of gratitude. Hai Chi's surviving apostles, however, still search for her; it is believed that more than 20 of them are still alive.

Shichi No Ken was allowed to return to the monastery, but she refused to stay. Instead, she asked permission to become a "walking initiate." The Grand Master of Flowers approved. As she left, the Grand Master of Flowers gave Shichi a daikyu and a katana, which he had magically enchanted.

As a monk of the Brotherhood of the Seven Roses, she must uphold peace and tranquility above everything else; these are the greatest laws. Naivety is considered a weakness, and she must not allow herself to become too removed from the world; to defeat her enemies, she must understand them.

Paladin by profession, way of life, and attitude, she does not consider herself a paladin, nor does anyone call her Paladin. To call her that would be incorrect. She is treated as a paladin by her deity, Amaterasu, however, and is given the benefits and penalties of that life. Her weapon of choice is the katana, but she enjoys using martial arts in both combat and mental discipline, as well as her daikyu. She does not wear armor of any kind since this detracts from her ability to protect herself properly.

Shichi's katana is a katana +3 with the ability to detect evil. It can cast *banishment* by touch

5727

once a week, *remove curse* three times a day, and cast *cure serious wounds* once a day on anyone other than the owner. In addition, her katana has all the functions of a paladin's *holy sword*, which projects a circle of power 30 feet in diameter when the sword is unsheathed and held. The power dispels hostile magic of a level up to the paladin's experience level.

Shichi No Ken, 6th-level Paladin: Str 18/96; Dex 17; Con 18; Int 15; Wis 18; Cha 17; AC 7; THAC0 15; hp 72; Alignment: LG; **Languages:** Wa, Shou Lung, Common; **Weapon Proficiencies:** katana, daikyu; **Martial Arts:** choke hold, eagle claw, flying kick, missile deflection, iron-skin, weapon catch; **Nonweapon Proficiencies:** calligraphy, etiquette, horsemanship, music, painting, poetry.

Shimmering Blade of Shin Ginsen

XP Value: 17,000 **GP Value:** 51,000

Kara-Tur

The infamous *Shimmering Blade of Shin Ginsen* is one of a pair of matched swords, forged on the day of the two half-brothers' (Shin Lu and Shin Ginsen) birth. The other sword is known as the *Floating Blade of Shin Lu*. The weapon is a sword +3 in the butterfly-tipped Shou style, and has the following powers: vorpal blade, *luck blade*, *illusion*, and *charm* 3 times a day. However, in the presence of the matching blade, the sword becomes a mere magical blade (with only the bonuses to attack and damage in force), unable to tap into its greater powers. The blades are currently on display in the Capitol of T'u Lung. The *shimmering blade's* alignment is lawful evil.

Shina-Tsu-Hiko's

XP Value: 5,000 **GP Value:** 25,000

Legends & Lore

Shina-Tsu-Hiko's avatar's sword slices through any armor as though the wearer's AC was never better than 5.

Shock Blade

XP Value: 1,200 **GP Value:** 6,000

DRAGON Magazine 188

There are perhaps a score or more of these magical weapons throughout the Realms. While of many different sizes, the swords are often identified by the large opals fitted to their hilts.

A *shock blade* inflicts a bonus of 2 points of electrical damage (over and above its normal bonus) on every strike; metallic armor and shields (even if magical) are discounted for attack roll purposes, as the tiny arc of energy can hit its target even though the sword itself may have missed. In addition, the wielder is protected as if

by a *ring of shock resistance* (+3 on saving throws vs. electricity, -2 per die of damage). Finally, the bearer may *call lightning* twice daily if a storm is in the area.

Shu's

XP Value: 4,000 **GP Value:** 20,000

Legends & Lore

In combat, Shu's avatar employs a gleaming *short sword* +5. Anyone struck by this weapon must save vs. breath weapon or be caught up in a great wind and carried from the battle. Such persons suffer 3d20 points of damage and are moved one mile away for each point inflicted.

Sif's

XP Value: 3,000 **GP Value:** 15,000

Legends & Lore

Her sword +3 renders her invulnerable to spells from the illusion/phantasm school.

Silencer of Bodash

XP Value: — **GP Value:** —

Book of Artifacts

The *Silencer of Bodash* is a mighty two-handed broad sword almost 7 feet in length. Its blade is long and straight and made from an unidentifiable alloy of red metal harder than enchanted steel. The blade is diamond-shaped in cross-section and is unusually wide—nearly 7 inches at the hilt. The only decoration appears on the crossguard—a red, glowing rune of ancient design whose meaning is now lost. The hilt is made of black, watered steel and wrapped with braxat hide. The pommel is crafted in the shape of a serpent's skull.

The sword appears to be too large and unwieldy for any warrior short of a half-giant's stature, but it is amazingly light and well-balanced. The massive blade is far lighter than a steel edge of the same size. This sword is usually only found on Athas.

In the ancient wars that ravaged Athas, the city of Bodash was a great neutral power. Its armies and magicians jealously guarded the lands of the city-state while the rulers refused all offers of alliance with the warring defilers and preservers. Eventually, the great defiler warlords decided to eliminate Bodash, and a great host gathered to destroy the city.

The leader of this host was a human defiler, a warlord named Irikos, "the Left Hand of Rajaat." It was Irikos's ancient duty to destroy the race of orcs, and when the last orc was no more, he turned to the conquest of all who did not stand with Rajaat's captains.

Irikos possessed a powerful weapon called *The Silencer*. Using this weapon, he and his host systematically destroyed the armies of Bodash and

5733



sacked the city. Still, the last and most powerful sorcerers of Bodash managed to cast a mighty spell of destruction against the defiler warlord, which blasted Irikos to ashes even as his hordes threw down Bodash with fire and sword. Only *The Silencer* survived.

About three Kings' Ages ago, a wandering adventurer named Rimmon discovered the ancient weapon in the heart of Bodash's ruins. With it, she led a band of heartless raiders and rose to great power. However, Rimmon dared too much. In her arrogance, she gathered a horde to attack Balic, but only succeeded in angering Andropinis himself. The sorcerer-king and his soldiers slaughtered Rimmon's desert rabble, although it is recorded that the bandit-queen slew a hundred half-giants with *The Silencer* before she was killed herself. The sword was reportedly carried away by one of Rimmon's lieutenants, a wily elf who escaped to the wilderness.

Over the years, *The Silencer* has appeared in the hands of a succession of slave tribes, raiders, and savages. Twelve years ago, it was recovered by a patrol of Tyrian soldiers from the lair of a fierce bandit and brought back to Kalak's armory. But with Kalak's death, the sword disappeared again. It is thought that one of Kalak's templars took the blade and fled into the desert.

The Silencer is a powerful and evil weapon that deludes its owner with dreams of glorious conquest and righteous destruction. In fact, its

extremely impressive array of offensive powers lends a fair amount of credence to these urgings, and there are few more powerful weapons to be found anywhere on Athas. However, *The Silencer* is a "double-edged sword."

In dealing with *The Silencer*, the old adage of "He who lives by the sword, dies by the sword," is remarkably accurate. If a PC gets his or her hands on the sword, allow the character to become intoxicated with new-found power. With a weapon of this great might, a character could unite the raiders of the desert, tame the thri-kreen of the Hinterlands, or master the giants of the Silt Sea. In time, the character could rattle the golden thrones of the sorcerer-kings themselves!

Yet one day it will come to an end.

Like all the petty warlords and bandit-kings who have previously owned *The Silencer*, the character eventually finds that he or she is confronting an enemy beyond even the power of *The Silencer*. The character's empire will then collapse around his or her ears before the might of an angry sorcerer-king—or the Dragon itself.

Another campaign use for the sword lies in its potential as a weapon for good. A great quest in search of a weapon potent enough to assassinate a sorcerer-king might be built around the legendary blade. Tracing the weapon's bloody trail across the Tablelands and bringing it to bear against a villain could make a fine adventure.

Several of the sorcerer-kings in the Tyr region know of this weapon and remember it from Irikos' days. They recognize the potent threat it poses and act to take it for themselves or destroy it altogether. The PC who holds the weapon is inviting the wrath of the sorcerer-kings themselves!

Constant Powers: *The Silencer of Bodash* is a two-handed sword +5 that swings like a long sword. The blade is incredibly sharp—it ignores any nonmetal armor and passes through it without resistance. (Targets wearing nonmetal armor are effectively AC 10, but may count magical adjustments and Dexterity bonuses.) Tree trunks and stone walls can be hacked through at a rate of 10 feet per round. The sword also provides a +2 Armor Class bonus to its owner.

Invoked Powers: By swinging the weapon in great, horizontal sweeps, the wielder can effectively attack all creatures in a 10-foot circle. The swordsman suffers a -4 attack penalty when assailing multiple targets this way, unless the enemy is very tightly packed (a shield-wall or pike formation). If the wielder uses the blade in such a reckless fashion, he or she must also make attack rolls against any allies within the 10-foot radius of the sword.

Three times a day, the sword can release a mammoth blast of pure force at any target up to 20 feet

5733

away. This has the effect of a 40-foot-square *earthquake* spell. Gates are sundered, walls collapse, small buildings are destroyed, and trees uprooted. When aimed at living creatures, a normal attack roll must be made (as if firing a missile weapon, and without the sword's magical bonus). Any creature hit suffers 5d10 points of damage.

Three times a day, the sword can project a Tower of Iron Will psionic power for up to one turn.

Random Powers: The sword possesses three abilities from **Table 1-11: Enchantment/Charm**, and one ability from **Table 1-23: Protection**.

Curse: The sword thrives on bloodlust. Every week, the character must save vs. death magic or permanently lose 1 point of Wisdom.

The sword also inflicts *artifact possession*, seeking to drive its owner to deeds of glory, conquest, and violence. The owner may attempt to seize command of any group, of any size (the bigger, the better), and lead those forces against any foe. Worse still, the possessed character develops a fanatical hatred of those who would defy or imprison Rajaat.

Suggested Means of Destruction:

- Melt *The Silencer* in the Dragon's breath.
- Break it on an anvil of meteoric iron.
- Dissolve it in the foam of the sea (suitable only on Athas).

Singing

XP Value: 1,600 GP Value: 10,000

The Magister

It is rumored that these relatively recent additions to the armories of the world were created for use by the Harpers. Certainly the primary attribute of the sword has to be created with some connivance of one or more bards. With their usual taciturnity, the Harpers are not taking any credit for them, and no bard has actually been seen using one—though this may be more a factor of a dislike of competition than holding the sword in disfavor as a sword.

This is a silver bastard sword that sings constantly, and loudly, while drawn. It is +3, but this may be temporarily negated by magical *silence*. While the song is heard, the bearer of the sword is infused with a sense of confidence and excitement, and never checks morale. The song confers upon the bearer immunity to *charm*, *command*, *confusion*, *fear*, *friends*, *repulsion*, *scare*, and *suggestion*. *Emotion* cast on the bearer only evokes a rage result (focussed on the spellcaster). The sword's song can still shriekers and negate the song effect of harpies, but a bard can easily negate its powers by singing a counterharmony. The sword's song can entrance intelligent creatures of up to 2 Hit Dice (not including undead or creatures from other planes). If such creatures fail

to save vs. spell, they are subject to a *suggestion* from the sword's bearer. Anyone capable of using a sword can use these swords, though it is rumored that some have been created with sentience and alignment, usually good.

Siva's Scimitar

XP Value: 6,000 GP Value: 30,000

Legends & Lore

Anything hit by the avatar's scimitar must save vs. disintegration (items) or death magic (beings). Failure means the item or being has been disintegrated and cannot be reconstructed (raised or reincarnated).

of Skewering

XP Value: 3,000 GP Value: 15,000

The Rogues Gallery

This sword is lightweight and appears to be somewhat flimsy, but it is a powerful magic weapon. Although it has no bonuses to attack or damage and only does damage equal to a short sword, it can negate the bonuses given to magical armor. Therefore *plate mail* +4 would be treated as if it were Armor Class 3 when determining whether this weapon would score a hit. It does not negate magical bonuses for attacks by other weapons on that opponent, nor does it permanently cancel any bonuses. The sword may also strike any monster not normally hit by nonmagic weapons.

Slayer

XP Value: 40,000 GP Value: 200,000

Legends & Lore

Slayer kills anything its blade touches (no saving throw allowed). If used to kill for food, the meat cannot be eaten—it has no nutritional value and is unpalatable.

Snakebane

XP Value: 1,000 GP Value: 5,000

DRAGON Magazine 99

Snakebane is a sword +1, +4 vs. reptiles.

Snoop

XP Value: 2,000 GP Value: 10,000

The Temple of Elemental Evil

This *long sword* +1 has an alignment of NG and an Intelligence of 13. It can communicate through empathy and can *detect invisible* and *detect magic*, each to a 10-foot range.

Snow on the Mountain

XP Value: 1,500 GP Value: 7,500

The Duchy of Ten

Sher Yakub owns a silver neutral-good sword +1 named *Snow on the Mountain*. This weapon has an Intelligence of 8 and an Ego of 5 and has the

5740

powers *detect invisibility*, *flying*, and *healing*. All powers can be used once a day.

Soulblade

XP Value: 3,000

GP Value: 15,000

The Astromundi Cluster

Soulblades are dreadful weapons, more feared than any other handheld weapon in the Astromundi Cluster. Carved from shadowstone, *soulblades* are similar in size to short swords, though each individual blade has a unique design and decorative pommel. *Soulblades* are +2 magical weapons and cause 1d6+2/1d8+2 points of damage, whether the blade resembles a short sword or a small khopesh.

Created by special sunmagic rituals, these blades always flicker with cold white flames. The flames cause no additional damage to sun mages, but they will cause a loss of 1d4 hit points to those who are not sun mages. The flames can also destroy cloth or nonmetallic armor with a successful strike; they will engulf leather or padded armor (and any normal clothing, ropes, and the like) and consume it within one round (magical clothing or armor gains a saving throw against this effect.).

If exposed to sunlight, a *soulblade* begins to glow, its flames slowly turning red and brightening to the intensity of a light spell. After three rounds in direct sunlight, the wielder may fire a 30-foot-long beam of fiery energy that causes 1d10 points of magical fire damage. The wizard must roll a melee attack as normal, but receives a +2 magical bonus to this roll. No natural or magical resistances to fire provide any defense against this attack. After this energy discharge, the sword returns to its normal, dark color with white flames. *Soulblades* can only release this stored energy five times a day; after the fifth use it cannot absorb any energy for 24 hours.

of Souls

XP Value: 2,000

GP Value: 10,000

Halls of the High King

The favored weapon of the evil *Iyachtu Xvim*, this infamous sword is a giant *scimitar* +3 that drains two life energy levels whenever it strikes a living opponent (no saving throw). The truth of its origins is lost in conflicting legends; it is known to be much heavier than most humans can comfortably use in battle (weighing about 30 pounds) and is of lawful evil alignment. Creatures of other alignments who touch the scimitar feel a sickening, wrenching pain (-1 on attack rolls and Dexterity ability score while in contact with the weapon). Further, they suffer a loss of 1d4 points per contact (or per round of continuous contact) if they are of any evil alignment, or a loss of 1d12 hp if they are not.



Soulseeker

XP Value: 1,500

GP Value: 7,500

DRAGON Magazine 180

From the volcanoes of the Great Sand Sea come large amounts of lava, some of which has large chunks of obsidian in it. The desert nomads have learned the art of flint napping and have used obsidian tips on their spears for centuries. Highly skilled artisans are able to make large blades for daggers—*Soulseeker* is such a blade.

A war fought deep in the Underdark's caverns resulted in the destruction of many of the evil creatures involved. The remains of some of the vilest fiends were melted into a magical lava flow, forming an especially large hunk of obsidian. One of the great blade makers used this piece of obsidian to make *Soulseeker*. The name is derived from the fact that the fiend's flesh in the blade is constantly seeking a soul for itself. This blade has killed many times and still seeks more souls.

The blade traveled from the Great Sand Sea to the trading cities. A blade collector in Waterdeep sent for the dagger, but *Soulseeker* never reached its destination because it was stolen from the trading caravan. The last known rumor is that the blade is in the hands of Waterdeep's black market, perhaps having made its way to the city of Skullport.

Soulseeker has a 30-inch, glassy black obsidian blade that is approximately 4 inches wide at

5743

the guard. The blade was made using flint napping and has a slow taper, reaching down to the point. The handle is fossilized ivory, the guard is gold with inlaid onyx runes, and the butt cap is also of gold and onyx. The blade travels in a silk-lined case made of ebony, with golden hinges and a cover that is a thin sheet of translucent obsidian.

Soulseeker is +2 on attack rolls and +5 on damage rolls. It can *soul steal* on a failed saving throw vs. death magic, *detect evil/good* in a 60-foot radius, *detect invisible objects* in a 10-foot radius, and *detect magic* in a 30-foot radius. It has an Intelligence of 17, an Ego of 11, and its alignment is chaotic evil. *Soulseeker* is able to communicate in Common.

This blade has one of the sharpest edges known. Obsidian edges are prized by nomadic healers for use in surgical procedures. The strongest power of *Soulseeker* lies in the stealing of souls. Anyone who is hit by the blade with a natural 20 must save vs. death magic or lose his or her soul to the blade, dying at once. If the victim dies from a hit by the blade, the character's soul is automatically taken into the blade, and resurrection becomes impossible. Only a *wish* spell will bring back a soul and permit resurrection. Those of alignments other than that of the blade suffer 1d6 points of damage every round they touch any part of this weapon, unless they are victims and suffer damage as detailed otherwise.

Soulseeker makes no pretense of its true goals, but it is remarkably seductive to any chaotic-evil being that grasps its hilt. It always tries to control its owner, urging the user to slay victims at every possible turn, seeking all souls possible, though it will encourage stealth and duplicity to keep the killing spree going as long as it can. *Soulseeker* especially seeks victims of high level or high social standing, gladly stealing the soul of a great wizard, mayor, priest, or general.

Soulseeker saves against attacks as rock +2 and can be destroyed in any number of ways. Two good-aligned churches, one assassins' guild, and four adventuring parties are currently seeking this weapon to destroy it—or to use it.

Special

XP Value: Variable

GP Value: Variable

DRAGON Magazine 99

The **Magical Sword Tables** in the *DMG* are more than adequate for most purposes. There are, however, two problems with the magical sword creation system. First, no experience point or gold piece value is given for primary abilities, extraordinary abilities, purpose swords, or languages. Certainly, a sword with any of these characteristics is worth more than an identical sword without them—but how much more? Secondly, the list of

extraordinary abilities for swords is relatively short and this could create a situation where members of an adventuring party possess very similar weaponry in a long-term campaign.

Primary abilities are as they appear in the *DMG*, because they are all powers of detection, and the existing abilities cover all necessities. What is new here is the addition of gold piece and experience point values of swords possessing these abilities.

The extraordinary abilities, on the other hand, have been greatly expanded without perverting the original intent of the table. All spell powers granted by extraordinary abilities function at 8th level, and each is accompanied by additions to experience point and gold piece value. In the original *DMG*, it appears that sword abilities have levels of use as low as 6th, in some cases. This was increased to 8th level across the board, as some swords in the *DMG* tables could *heal* or *teleport*. Thus, *levitation*, *fireball*, *strength*, and *magic missile* are at the 8th level of ability when cast from a sword. It is suggested that all extraordinary powers be usable only with the knowledge of a command word or phrase.

The greatest change in this entry is in the area of purpose swords. The original list of victims for purpose swords ignored subclasses or (perhaps) assumed their inclusion with the major classes. The original list also lumped all monsters together in the same category. A new table divides monsters by type or major grouping. Several purpose abilities, as well as experience point and gold piece values for those purposes, were added to the tables.

Creating a table for languages spoken by a sword would be a monumental task. This is especially true since many monster descriptions in the *MONSTROUS MANUAL* books and the *MONSTROUS COMPENDIUM* indexes do not say whether or not monsters have a spoken language. Therefore, languages may be assigned for magic swords in several ways, using any or all of the suggestions below.

1. A language may be assigned to every creature of at least low Intelligence. Most semi-intelligent creatures have a primitive spoken language of a few dozen words.
2. Creatures such as fiends and extraplanar creatures have a common tongue capable of expressing most ordinary concepts. Other creatures possessing common tongues might include elementals, daemons, dragons, modrons, and so forth.
3. Sword languages can be assigned as the DM sees fit, or may be rolled on the encounter tables for the lands where the campaign is taking place. This takes into account factors such

5743

as where the sword was made, where it was intended to be used, and the relative frequency of various creatures in the campaign.

The encounter tables from the **MONSTROUS COMPENDIUM** appendices are the most up-to-date yet published, and are admirably suited for use in generating languages for swords. A wizard enchanting a sword for use in the tropics would not bother enchanting the sword to speak the white dragon's tongue. Similarly, in the desert, a sword that spoke the language of unicorns would have no great value.

The personality of a sword should be considered. To begin with, each sword, whether intelligent or not, should have a name, preferably engraved on the blade or hilt. All Intelligent swords should have a definite personality. A random table for sword personality cannot be created, because personality depends, for the most part, on alignment, abilities, Intelligence, Ego, special abilities, and purpose, if any. The language spoken would have an effect upon a sword's personality; thus, a Pixie-speaking sword should be different from a sword that speaks Manticore. Magical swords have to be played by the DM just as any nonplayer character would be played.

The benefit of a sword name should not be overlooked. Compare *Excalibur*, *Anduril*, and *Stormbringer* to "my gem detection sword +3 that speaks Orc." Names should relate to sword powers, origins, or the original owners if possible, and they may or may not give clues to their abilities. Each DM's imagination must do the work. Under **Sword** and **Dagger** are many examples of weapon names that should your creativity flowing.

The following are expanded and revised tables for the random generation of magical swords. They derive from the *DMG*, 1st Edition Tables.

Table 1. Sword Intelligence and Capabilities

Roll	Int	Abilities	Communications
01-75	None	None	None
76-83	12	1 Primary	Semiempathy
84-89	13	2 Primary	Empathy ¹
90-94	14	2 Primary	Speech ²
95-97	15	3 Primary	Speech ³
98-99	16	3 Primary	Speech ⁴
00	17	3 Primary	Speech, telepathy plus 1 extraordinary power ⁵

¹The owner receives a signal (a throb or a tingle) and feels urges when the ability functions.

²The sword speaks its owner's language plus 1 or more other languages—indicated on **Table 6**.

³The sword can also read languages and maps of any non-magical sort.

⁴The sword can read magical writings as well as other languages.

⁵The sword can use either communication mode at will, with language used like any speaking sword.

Table 2. Sword Alignment

Roll	Alignment	Roll	Alignment
01-05	Chaotic good	31-55	Lawful good
06-15	Chaotic neutral	56-60	Lawful neutral
16-20	Chaotic evil	61-80	Neutral
21-25	Neutral evil	81-00	Neutral good
26-30	Lawful evil		

Table 3. Sword Primary Abilities

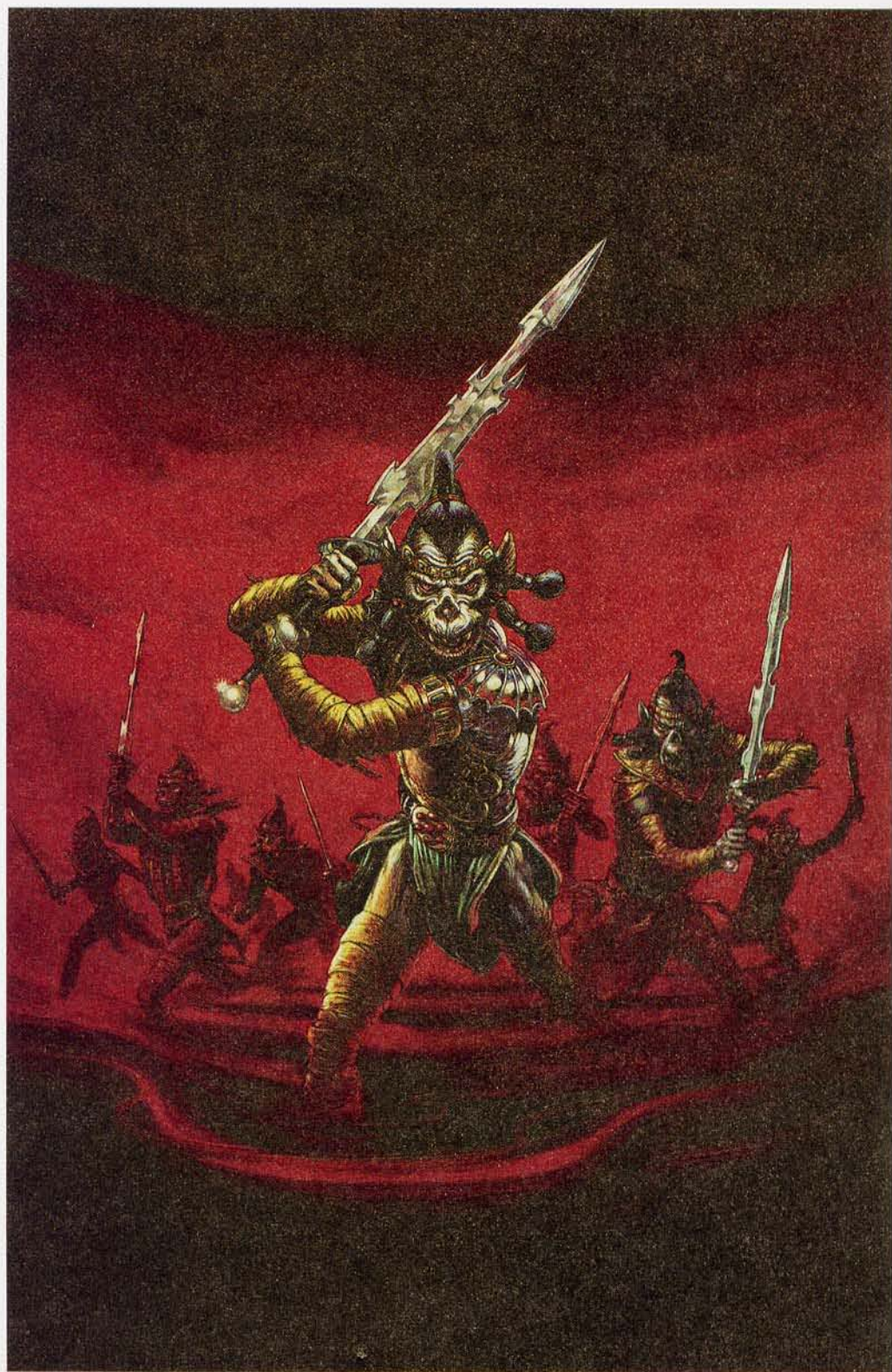
Roll	Ability	XP Value	GP Value
01-11	Detect elevator/shifting rooms/walls, 10' radius	60	300
12-22	Detect sloping passages, 10' radius	60	300
23-33	Detect evil or good, 10' radius	120	600
34-44	Detect gems, number and kind, 20' radius	240	1,200
45-55	Detect precious metals, kind and amount, 20' radius	240	1,200
56-66	Find traps, 10' radius	240	1,200
67-77	Detect magic, 10' radius	240	1,200
78-82	Detect secret doors, 5' radius	120	600
83-87	Detect invisibility, 10' radius	240	1,200
88-92	Locate object, 120' radius	180	900
93-98	Roll twice, ignoring scores of 93-98		
99-00	Roll on Table 4 instead		

Note that the *detect good/evil* sword power is one or the other, according to the alignment of the sword. (Evil swords *detect good* and vice versa.) Neutral swords detect one or the other (50% chance).

If the same primary ability is rolled twice, the radius of the power is doubled.

All abilities function only when the sword is drawn from its scabbard and held and the possessor is concentrating on the desired result. A sword cannot fight and detect at the same time.

The experience-point and gold-piece values in the above table are based on, among other things, the value of wands with similar powers, and the swords are much less valuable than the wands (despite the fact that they have no charges to exhaust) for several reasons. First, few swords



have the detection radius of the corresponding wand (for example, a *wand of magic detection* has a 30-foot radius, while the corresponding sword has only a 10-foot radius). Secondly, the swords' values derive primarily from the fact that they are, first and foremost, weapons—most detection abilities are “icing on the cake.” Thirdly, a sword is not exactly an innocuous detection device. (Ever try to slip one up your sleeve?) Thus, the gp values range from 300 to a of 1,200, based on perceived value to fighters and other sword users.

Extraordinary powers are, by definition, better than primary abilities. The weakest *extraordinary swords* are worth as much as 1,500 gp, and some of the mightiest are worth up to 3,000 gp. They come in three general types (offensive, defensive, and miscellaneous) and in low, medium, and high levels of power. Gold piece values assigned to each category are as follows:

Power	GP Values		
	Low	Medium	High
Defensive	1,500	1,800	2,100
Offensive	1,500–1,800	2,100–2,400	3,000
Miscellaneous	1,500–1,800	2,100–2,400	2,700

Table 4. Sword Extraordinary Powers

Roll	Ability	XP Value	GP Value
01–03	Add sword's plus to saving throws, 1/day, one turn duration	300	1,500
04–06	<i>Animate dead</i> , 1/day	420	2,100
07–09	<i>Charm person</i> on contact, 3/day	360	1,800
10–11	<i>Clairaudience</i> , 30' range, 3/day, one round duration	360	1,800
12–14	<i>Clairvoyance</i> , 30' range, 3/day, one round duration	360	1,800
15–17	<i>Color spray</i> , 2/day	360	1,800
18–20	<i>Command</i> , 3/day	300	1,500
21–22	<i>Cure light wounds</i> on self, 3/day	300	1,500
23–24	Determine direction and depth, 2/day	300	1,500
25–27	<i>Dispel magic</i> , 2/day	480	2,400
28–30	<i>ESP</i> , 30' range, 3/day, one round duration	480	2,400
31–33	<i>Fireball</i> , 8d6, 1/day, 180' range	600	3,000
34–36	<i>Fly</i> , 120'/round, 1 hour/day	480	2,400
37–39	<i>Gaze reflection</i> , 3/day	360	1,800
40–41	<i>Heal self</i> , 1/day	600	3,000

Roll	Ability	XP Value	GP Value
42–44	<i>Hold person</i> on contact, 2/day	420	2,100
45–47	<i>Hypnotic pattern</i> , 2/day	420	2,100
48–50	<i>Create illusion</i> , 120' range, 2/day as a <i>wand of illusion</i>	480	2,400
51–53	<i>Invisibility</i> on self, 3/day	360	1,800
54–56	<i>Levitate</i> , 3/day, one turn duration	420	2,100
57–59	<i>Lightning bolt</i> , 8d6, 1/day, 120' range	600	3,000
60–62	<i>Magic missile</i> , 4 missiles, 140' range, 2/day	420	2,100
63–65	<i>Mirror image</i> , 2/day	360	1,800
66–68	<i>Paralyzation</i> on contact, 2/day	80	2,400
69–71	<i>Protection from evil/good</i> , 3/day, 16 round duration	360	1,800
72–74	<i>Ray of enfeeblement</i> , 2/day, 35% Strength loss, 30' range	420	2,100
75–76	<i>Strength</i> on self, 1/day, 8 turn duration	420	2,100
77–79	<i>Silence</i> on self, 3/day	300	1,500
80–82	<i>Suggestion</i> , 2/day on one creature only, 5 turn duration	420	2,100
83–85	<i>Telekinesis</i> , 250 lb. wt., 2/day, 1 round duration	420	2,100
86–87	<i>Telepathy</i> , 60' range, 2/day	420	2,100
88–89	<i>Teleportation</i> , 1/day, 600 pound weight maximum, Initiative modifier of +2 to activate	540	2,700
90–92	<i>Web</i> , 2/day	360	1,800
93–94	<i>X-ray vision</i> , 2/day, 1 turn duration	20	2,100
95–97	Roll twice, ignoring scores of 95–97		
98–99	Character may choose one power from this table		
00	Character may choose one power and roll for a Special Purpose		

Note that all spell effects, including those concerning magic resistance, saving throws, and so forth, apply as if the spell were cast at 8th-level.

If the same power is rolled twice, the number of uses of that power per day is doubled.

Powers function when the sword is drawn and held and the possessor concentrates upon the desired effect. Most powers require that the user concentrate for at least a full round.

Table 5: Special Purpose Swords—Purpose

Roll	Purpose	XP Value	GP Value
01–04	Defeat opposite alignment	200	1,000
05–07	Defeat law	200	1,000
08–10	Defeat chaos	200	1,000
11–13	Defeat neutrality	200	1,000
14–16	Defeat good	200	1,000
17–19	Defeat evil	200	1,000
20–23	Slay priests	225	1,125
24	Slay druids	225	1,125
25–28	Slay fighters	225	1,125
29	Slay paladins	225	1,125
30–31	Slay rangers	225	1,125
32–34	Slay wizards	225	1,125
35	Slay specialist wizards ¹	225	1,125
36–39	Slay thieves	225	1,125
40–41	Slay assassins	225	1,125
42	Slay monks	225	1,125
43	Slay bards	225	1,125
44–46	Slay avians	200	1,000
47	Slay baatezu	250	1,250
48–50	Slay tanar'ri	200	1,000
51–54	Slay demihumans	250	1,250
55–58	Slay dragons	250	1,250
59–62	Slay extraplanar creatures	250	1,250
63–65	Slay faerie creatures ²	250	1,250
66–69	Slay giants	225	1,125
70–72	Slay humanoids	200	1,000
73–75	Slay insects	200	1,000
76–79	Slay magic-using creatures	225	1,125
80–82	Slay mammals	200	1,000
83–85	Slay plant life	200	1,000
86–88	Slay poison-using creatures	225	1,125
89–91	Slay psionic creatures	250	1,250
92–94	Slay reptiles	200	1,000
95–97	Slay tanar'ri	225	1,125
98–00	Destroy undead	250	1,250

¹The particular specialist wizard can be determined by rolling 1d8 on Table 5A1

²Faerie creatures are: brownies, centaurs, dryads, pegasi, pixies, satyrs, sprites, sylphs, unicorns, and the like (perhaps including elves, gnomes, and halflings).

The purpose of a neutral sword of "defeat opposite alignment" is to ruin or slay creatures of the extreme alignments (LG, LE, CG, CE).

With regard to the character classes mentioned in the above table, note that "fighter" does not include ranger or paladin, "wizard" does not include specialist wizards, and so on.

A purpose must suit the type and alignment of the sword in question. Good-aligned swords only use purpose abilities on evil creatures, though neutral and evil swords are not so restricted. Thus, a good sword that was created to slay giants

would not use its purpose ability to slay storm giants, for example.

When a creature is struck by the sword, the sword will use its purpose ability if the creature is one the sword was meant to slay or destroy. The victim gets a save vs. spell. The power operates only in pursuit of the special purpose, and a character who fails to attack a creature the sword was created to slay, or who fails to kill the creature with the sword, will have at best a strained relationship with the sword—the weapon may, in fact, refuse to use any of its powers for the master until the affront is settled.

Table 5A: Specialist wizards

Roll	Specialist Wizard
1	Abjurer
2	Conjurer
3	Diviner
4	Enchanter
5	Illusionist
6	Invoker
7	Necromancer
8	Transmuter

Table 5B: Special Purpose Swords—Powers

Roll	Power	XP Value	GP Value
01–08	<i>Cause blindness</i> for 2d6 rounds	100	500
09–15	<i>Confusion</i> for 2d6 rounds	100	500
16–25	Death	200	1,000
26–35	Disintegration	200	1,000
36–42	<i>Cause fear</i> for 1d4 rounds	100	500
43–49	<i>Feeblemind</i> for 1d4 rounds	150	750
50–56	<i>Insanity</i> for 1d4 rounds	100	500
57–66	<i>Maze</i>	100	500
67–75	<i>Paralyzation</i> for 1d4 rounds	150	750
76–85	<i>Petrification</i> ¹	150	750
86–93	<i>Plane shift</i> ²	150	750
94–00	<i>Quested</i>	150	750

Any sword determined to have a special purpose is allowed one roll on Table 5A followed by one roll on Table 5B. However, a sword's power is always appropriate to its purpose—a sword that destroys undead would not have *fear* as a purpose power. In a case where purpose and power conflict, simply reroll on Table 5B until a noncontradictory set of characteristics is obtained.

¹The *plane shifting* power throws the victim to a random plane of existence.

²The *petrification* power does not cause the sword to become entrapped in the body of the victim; this

effect may be undone by a *stone to flesh* spell. Any *insanity* caused will be catatonia, suicidal mania, or insanity involving constant hallucinations.

Table 6. Number of Languages

Roll	Number of Languages	XP Value	GP Value
01-40	1	50	250
41-70	2	100	500
71-85	3	150	750
86-95	4	200	1,000
96-99	5	250	1,250
00 ¹	6	300	1,500

¹On a roll of 00, the minimum number of languages available to the sword is 6. The GP and XP values reflect this minimum. When rolling twice on the table above, add the XP and GP values if the total is greater than 6.

²or the total of two additional rolls (ignoring further results of 00), whichever is greater.

Languages should reflect the type of sword and its abilities.

Table 7: Sword Ego

Attribute of sword	Ego points
Each "plus" of sword ¹	1
Each primary ability ²	2
Each extraordinary power ²	2
Special purpose	5
Each language spoken ³	½
Telepathic ability	2
Reading languages ability	1
Reading magic ability	2

¹A sword +1 has 1 Ego point, but if it has another (higher) plus, the highest is also counted. In addition, *swords* which have no extra pluses but have extra powers add double their "plus" rating for Ego.

²If the ability is doubled, double the Ego points.

³Round up.

A sword with a neutral alignment can be used by any character whose alignment in any part corresponds with the nonneutral alignment of the sword. However, a neutral good sword (for instance) would dislike the lawfulness of a lawful good character's actions just as much as a lawful good sword would dislike a neutral good character's lack of orderliness. The same would be true for a lawful neutral sword and a lawful evil character, and so on.

Spectral

XP Value: 1,500

GP Value: 15,000

POLYHEDRON Newszine 82

The *spectral sword* is a lightweight, well-balanced weapon. Its hilt is encrusted with jewels and has a skull on the pommel. The blade is noncorporeal and transparent in lighted surroundings. However, in the dark the blade has a bluish cast and smoke appears to dance along its edge. A *spectral sword* can be used by any character, regardless of a character's weapon proficiency. The wielder suffers no proficiency penalties. However, the sword can only be used against undead; all other creatures are unaffected by the noncorporeal blade. Undead struck by the sword suffer 1d10 points of damage. In addition, if the weapon is in the hand of its owner, it gives that character a +4 saving throw bonus vs. undead special attacks that have saving throws.



Spellbinder

XP Value: 1,000

GP Value: 10,000

DRAGON Magazine 180

A warrior named Algor and a nameless, evil wizard decided to end their feud of many years with a duel. Algor, realizing his magical inferiority, had a special sword crafted that would absorb spells cast by an opponent. On the day of the duel, Algor presumed he was now superior, but he should not have trusted an evil wizard to fight fairly. At a decisive moment in their battle, the

5745

wizard was joined by two of his evil cohorts. Simultaneously, all three blasted Algor with spells. Algor was annihilated, and his possessions were thrown across space and time. Several years and many miles away, a farmer found Algor's sword in his field, and traded the blade for animals and equipment. The sword has changed hands many times since. *Spellbinder* was once reported to have been offered as payment for a glass of ale in a tavern. Most of its owners never realized *Spellbinder's* full potential. *Spellbinder* was once known as *Algor's Weakness* after its history was made public by a wizard-sage.

The extremely sharp, layered-steel blade is about 3½ feet long; overall, this well-balanced weapon measures just over 4½ feet. The blade has a single blood groove and two bilateral notches near the base. The handle is of deeply fluted dragon bone with a gold ring at each end of the flutes. The guard is curved toward the point and ends in two claws, each grasping a crystalline sphere. The face of the guard has two large triangular sapphires with their points together. The pommel is conical. If found, the crystal globes will probably already be shattered or absent.

Spellbinder is +2 on attack rolls and +3 on damage. It absorbs (as a *rod of absorption*) up to 12 levels of wizard or priest spells (12 1st-level spells, six 2nd-level spells, and so on) and *detects magic* in a 30-foot radius. It has an Intelligence of 12, an Ego of 11, and a neutral alignment. It can communicate by *empathy*.

This sword can be wielded by members of any alignment. It must be held by the grip to absorb incoming spells; no part of the hand can touch the blade or guard. The crystal spheres absorb the spells, each sphere absorbing six levels. If the wielder attempts to absorb more than this amount in a single round without discharging some of the spell energy, the spheres shatter and the sword no longer absorbs any spell levels until the crystals are replaced (they can be had at glassware shops for roughly 50 gp each, but enchanting each of the spheres with the proper spells is quite a bit more expensive, requiring a wizard of at least the 16th level).

Spellbinder is a bit of a snob and wants an owner that it cannot easily control. In the past, *Spellbinder* has constantly kept on the move from owner to owner, forcing its user to trade it away if he did not measure up to the sword's standards. It is currently seeking an owner who understands the schools of magic, preferably a fighter-wizard. The weapon wants to be polished often and kept in a nice, gem-encrusted scabbard.

The evil wizard who engineered Algor's death has since become a lich. As a side interest, the lich has begun to look into rumors of a sword

matching the one Algor used against it years ago, and it would like to obtain this weapon simply to add to its trophy collection.

Spellblade

XP Value

1,000+100/level

GP Value

6,000+2,000/level

The Ruins of Undermountain

These slim-bladed swords were once plentiful in the Realms. Recently, someone has rediscovered the secrets of making them again; new blades have begun to appear in the Dragonreach area, probably from a source in Sembia. A *spellblade* is a +2 magical weapon. A single wizard spell is cast as part of its making, and after that, the sword is immune to and paramount over that particular spell. Anyone carrying a *spellblade* who is attacked by the particular spell that the blade is linked to is utterly protected against all of that spell's effects. This immunity applies even if the spell is *magic missile* or another 'unerring' spell, or one that a weapon would normally be of no use against.

The blade-bearer can reflect an offensive spell back upon its caster, choose to negate its local effects entirely (allowing a *fireball* to flow directly around the wielder with no effect), or direct it at a target of choice. This decision must be made the round the spell is cast, or the spell is negated. There is no known limit to the negation ability of a *spellblade* against its specific spell. This power does not prevent normal use of the weapon in the same round.

As an item, the *spellblade* is usable by all classes; as a weapon, it is usable only by those allowed to wield swords. To gain the protection of the *spellblade*, it must be drawn from its scabbard with some part of its hilt or blade resting on the bearer's flesh (a warrior's hand or strapped to the leg of a wizard). *Spellblades* guard against specific spells and identical magical effects, such as the *fireball* spell and the *fireball* emitted by a *wand of fireballs*. They do not guard against merely similar effects; for example, a *fireball*-specific *spellblade* would not guard against normal fires, a *wall of fire*, a *meteor swarm*, a *flaming sphere*, or a *delayed blast fireball*.

Most *spellblades* are crafted to protect against offensive spells such as *fireballs*, *lightning bolts*, *magic missiles*, or *charm person* spells; a rare few are made for specific purposes, and can breach *prismatic spheres* or *walls of force*.

Spiritburner

XP Value: 1,200

GP Value: 6,000

Islands of Terror

Spiritburner is a sword owned by Diamabel, a chaotic evil fighter of 12th level. The sword is a *flame tongue* +3.



Stalker

XP Value: 2,000

GP Value: 10,000

Howl From the North

Stalker is an enigmatic and powerful weapon that reveals its full powers only in the hands of a ranger. To anyone else, it is merely a *long sword* +1. It has a slender, long blue steel blade, but its hilt, pommel, and quillons are made of a stark black metal that is as hard as adamantite. If *Stalker* is stared at for any length of time, it seems to have wisps of shadowstuff moving silently across its surface, although this is just illusory . . . or is it?

Stalker is a +3 neutral good weapon when used by a ranger. The ranger gains a +1 bonus to Wisdom and Intelligence while in possession of this blade. The ranger also gains a +20 bonus to all hide in shadows and move silently attempts, and a +4 bonus on tracking skills.

Stalker bequeaths an affinity with dogs and wolves on its owners for an unknown reason. The ranger has a Charisma of 18 when dealing with dogs and wolves (not including worgs, tyrps, winter wolves, or other canine monsters, such as hell hounds). While holding *Stalker*, the ranger can *speak with animals* (dogs and wolves only) three times a day.

The spells that can be used once a day each by *Stalker*'s wielder are *invisibility*, *invisibility to animals*, and *invisibility to undead*. In the process of becoming invisible, *Stalker*'s wielder seems to

become shadowy and semitranslucent before he fades from sight.

Stalker does have a special purpose, but the sword seems to have never told anyone or had a chance to reveal this to its previous owners, nor the nature of its special purpose power. *Stalker* is an intelligent sword with Intelligence of 14 and an Ego of 11; it communicates by *empathy*.

Starfall

XP Value: 1,900

GP Value: 9,500

POLYHEDRON Newszine 76

Starfall is an exquisite sword that was forged from the heart of a meteorite by an ancient elf weapon-smith who had more than two centuries of experience in his trade. The blade is long and slender, with remarkable balance and an exceptionally keen edge. This gives *Starfall* a +3 bonus to strike opponents in leather, padded or hide armor and a +2 bonus against opponents in metal armors. Its deadly edge delivers an additional 3 points of damage per strike. The unusual metal in the blade reacts violently when it comes in contact with the blood of a dragon, causing an additional 3d4 points of damage when used against dragonkind. The strange and alien metal never dulls or corrodes and receives a +5 bonus on saving throws. It is immune to attacks from rust monsters.

Stonefist

XP Value: 1,000

GP Value: 5,000

GREYHAWK Adventures

Also known as the *Sword of Rage*, this two-handed sword was enchanted during the reign of Vlek Col Vlekzed. No one is sure if Vlek wielded it himself, though the warriors of the Hold of Stonefist stubbornly (and violently) maintain that. No one doubts that the weapon contains the strength and ferocity upon which Vlek built his domain.

Aside from its normal +2 bonus to attack and damage rolls, the sword allows the wielder to voluntarily enter a state of mindless rage. While enraged, the character gains an additional +1 attack, +3 damage, and an additional +2 hit points per level. (Note: The bonus hit points are lost to damage before the character's own hit points, as a *potion of heroism*.) However, the character also loses any Dexterity bonuses to his or her Armor Class and cannot control the rage until a save vs. spell is successful (one attempt per round).

Stormbringer

XP Value: 8,000

GP Value: 40,000

Gods, Demigods, & Heroes

Chaotic in nature, this sword has an Intelligence of 12 and an Ego of 12, is +5 when striking

5751

ing, is a *dancing sword*, and drains energy levels. On a roll of 11–20 it will drain all the energy levels from any being if it hits, with a roll of 7–10 allowing it to drain one-half of the energy levels. The energy levels gained from the battle are transferred to the user as Strength of 18/00. It also adds hit points by automatically rolling the proper die for the creature struck. If a wizard is hit, roll 1d4 and multiply the result by wizard's levels. The same is done for all other classes and creatures. The sword becomes sated after draining off 300 energy levels, in which case, after 10 melee rounds, the user reverts back to his or her former Strength and hit points. The sated state lasts for 50 full turns, at the end of which the sword will take another 300 levels.



Sun Blade

XP Value: 3,000

GP Value: 20,000

DUNGEON MASTER Guide

This sword's enchantment enables the *sun blade* to be wielded as if it were a short sword with respect to encumbrance, weight, speed factor, and ease of use (the weapon appears to be a bastard sword, and inflicts bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword). Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*.

In normal combat, the glowing, golden blade

of the weapon is equal to a *sword* +2. Against evil creatures, its bonus is +4. Against creatures of the Negative Material Plane or those drawing power from that plane (such as certain undead), the sword inflicts double damage. Furthermore, the blade has a special *sunray* power. Once a day, upon command, the blade can be swung vigorously above the head to shed a bright yellow radiance like that of full daylight. The radiance begins shining in a 10-foot radius around the sword wielder, spreading outward at 5 feet per round for 10 rounds after that, creating a globe of light with a 60-foot radius. When the swinging stops, the radiance fades to a dim glow that persists for another turn before disappearing entirely. All *sunblades* are of good alignment.

Sunsword

XP Value: 3,000

GP Value: 20,000

RAVENLOFT

The *sunsword* is a magical long sword. Its blade is a form of crystal *glassteel*, held by a platinum hilt and guard. It glows with dim blue light most of the time. It is a *sword* +2 against all creatures except undead. When within 30 feet of any undead, the blade suddenly glows a brilliant blue. The blade is +3 vs. undead (to attack and damage). When used against vampires, the blade flares and sparks when it strikes, inflicting 10 additional points of damage per strike.

Ages ago, Strahd employed a powerful magician to destroy the sword. The first part of the process required that the hilt and blade be separated, then destroyed simultaneously. However, before the hilt and blade could be destroyed, the magician's assistant stole the blade and attempted to flee from Barovia. Though his body was later found in the woods, the blade was never recovered. When it was separated from the hilt, the blade took on the appearance of a normal long sword.

Though the hilt remained in Castle Ravenloft, the blade has never been found. Strahd has always lived in fear that the blade may be reunited with the hilt. Currently, the blade has a normal hilt. If the blade's owner finds the hilt, it will magically leap onto the blade, replacing the normal hilt and becoming the *sunsword*.

Surtr's Flaming

XP Value: 1,000

GP Value: 5,000

Legends & Lore

Surtr's avatar carries a *flaming sword* +3 that sets anything it touches ablaze (save vs. magical fire to negate) for 1d10 damage each round.

Surya's Sword of Light**XP Value:** 4,000**GP Value:** 20,000

Legends & Lore

Any being within 10 feet of the avatar's unsheathed *sword of light* must save vs. petrification or be blinded for 1d10 turns. The sword automatically *dispels* all *illusion* and *darkness* spells within 20 feet.

Susanoo's Blue**XP Value:** 4,000**GP Value:** 20,000

Legends & Lore

Any being struck by *Susanoo's blue sword* suffers an additional 2d10 lightning damage (save for half).

Susk, the Silent**XP Value:** 1,600**GP Value:** 8,000

DRAGON Magazine 74

Susk is a slim sword of fine manufacture and flawless, oil-slaked steel. It is devoid of adornment and inscriptions. It does not glow or reflect light, so it does not appear to be metal from some far place. Its nickname comes from its magical *silence*—the sword never rings, clatters, scrapes, or emits any sound. A blade struck against it may ring, but *Susk* itself remains silent. The *silence* in no way affects creatures, spells, objects, or any area about the blade.

Susk is +3 on attack rolls, but does normal damage (1d8/1d12). It has no apparent Intelligence or sentience, and only one other magical property—it *levitates* involuntarily. That is, it can never rise, fall, or move in any way by itself, but always remains stationary when released, even if in midair. It can be moved while so floating by being struck with other objects, or by magical effects (such as *telekinesis*), but will stop quickly when such force is removed.

Susk cannot therefore be effectively hurled at an opponent or tossed away to prevent its capture—it will stop mere inches from the point of release and hang in midair. There is no known limit to this ability and no known way to nullify it. Any creature may hold and wield *Susk* without harm. It confers no magic resistance or spell immunities upon the bearer.

Susk is a blade mentioned repeatedly in tales and legends of the north. Its origin is unknown—but curiously, never mentioned in any folklore—but it seems to have always been around in the hands of someone or another. Its present whereabouts are a mystery; the sage Elminster can speak of its location with certainty only over a short span of time beginning some 20 winters ago, when he recognized it in the hands of Abadda, a northern prince of the Fallen Kingdom, who was then a proud wanderer and bandit

leader. Abadda was challenged by Distyl of Nesme at the court of Alustriel, High Lady of Silverymoon, in Elminster's presence. During the fight that followed, Elminster and at least one other—the adventurer Urnen of Yartar—recognized the blade for what it was.

Abadda was slain in combat, and Distyl rightfully took the blade. Shortly thereafter he was found dead by his campfire on the Trollmoors, and Urnen was seen in Longsaddle not much afterward, brandishing a blade that was demonstrably *Susk*—to Urnen's eternal dismay—when he let go of it involuntarily in the middle of a tavern brawl, it hung in midair, beyond his grasp, as he was dragged to the floor and stabbed to death.

A local bully, Usk Harpell, claimed the blade, but was found dead in a nearby alley within the night, the blade gone. It disappeared from view at that time, but recent reports from Shadowdale (some six winters back) and Mulmaster (two winters ago) suggest that the strange blade is still "changing hands the hard way" among the adventurers and caravan merchants of the Realms.

Sylabra**XP Value:** 2,400**GP Value:** 12,000

Hall of Heroes

Sylabra is Merith's favored weapon. It is a silver *long sword* +3 of chaotic good alignment, with Intelligence 14 and Ego 6. It can *detect invisible objects* (10-foot-radius), *detect magic* (10-foot radius), and glow with a silvery-blue radiance at the bearer's will.

Syrar's Silver**XP Value:** 1,000**GP Value:** 4,000

The Magister

This +1 silver weapon employs a combination of spells devised by the Archmage Syrar. The magic allows the blade to breach the barriers between planes in much the same manner as a cockatrice and similar animals do. Thus, it can strike targets on the Astral and Ethereal Planes that are susceptible to magical weapon attacks. But when wielded for this purpose (user on the Prime Material Plane, target on another plane), it is treated as a normal weapon attack. The +1 to damage applies in all cases.

Anyone holding the sword can see into either the Astral or Ethereal Plane (one at a time) at will, viewing a spherical area with a 30-foot radius centered on the tip of the drawn blade. The user need not employ the sword offensively in order to be able to use the viewing power; thus, priests and wizards can make use of this ability of the sword. However, viewing can only be maintained for a number of rounds equal to the holder's Intelligence, plus 1d4 additional rounds, and the viewing

5759

ability only functions once a day, regardless of the length of time each viewing is sustained.

Only the sword itself, and never any part of the wielder, or physical objects, or other form of attack or spell, can reach into the other planes. To creatures residing on the other planes, the weapon is clearly visible whenever it is drawn, and its bearer appears as a shadowy, indistinct figure whom they may reach through the planes to attack, but at a -2 penalty.

The viewing ability also works for users on the Astral and Ethereal Planes with respect to their ability to see into the Prime Material Plane.



Taragarth, the Bloodbrand

XP Value: 2,200

GP Value: 11,000

DRAGON Magazine 74

Taragarth is a sword of steel fire-blackened along the length of the blade so that only the sharpened edges gleam. On the base of the blade, just ahead of the simple crossbar guard, a rune is etched into the metal. The rune is nonmagical and evidently the mark of the blade's maker, but the name of the maker was lost over time.

Taragarth requires strength and stature to wield, but while it is held unsheathed, the bearer is protected from fire (effects equal a *ring of fire resistance*) and is protected by a *feather fall* if descending 10 feet or more precipitously. *Taragarth* strikes normally but does +3 damage. It does not glow and is not sentient. While gripping *Taragarth* (even sheathed), the bearer is protected

from *ESP* and *detection* spells (including *know alignment*). Such spells simply have no effect. This protection does not affect *charm*, *sleep*, other control-related spells, or psionic attacks.

Taragarth is believed to have been forged by Elfgar of Silvermoon in the early days of the North and was given to the champion Aeroth when he led the armies of the kingdoms of the North against the trolls of the Evermoors. The might of the trolls was broken at the Long Battle (nine days' duration) across the moors, and the bloody *Taragarth* was brandished aloft so often by the valiant Aeroth that it was dubbed *the Bloodbrand*.

Much later, when Aeroth was gray-bearded, Rayuth of Silvermoon died, and the throne passed to his son. Aeroth, grieving for his lord (and none too fond of the sadistic, proud Tulven, Rayuth's son), took ship west from Waterdeep, sailing first to the Isle of Toaridge-at-the-Sun's-Setting and later to the Moonshae Isles. There, with his wife and six sons, Aeroth founded the City of Vlan. His descendants, the nucleus of a group swelled by other disenchanting or dispossessed mainlanders, were to become the feuding merchant houses of the Moonshae Isles. But Aeroth's sword was not seen on his voyage, and most legends hold that he left it in Silvermoon, where it has been lost in some concealed hoard or in one of the many warrens of caverns beneath the city. A few sages know that, in truth, Aeroth hid the blade in a ruined well on the isle of Toaridge so that his argumentative sons would not fight over it.

There it lay while ages passed, until an exploration party of illithids found it and carried it to their underground city on the mainland near what is now Bereghost. There it was studied for only a short time before a band of adventurers plundered much of the city and gained it.

The names of the band are now lost; one was a fighter who later took service in the Merchant Guards of Amn and died battling bandits on the banks of the Sulduskoon river. It seems likely that he bore *Taragarth*, but no word of it can be found after it (presumably) fell into the hands of the bandits, until a wandering peddler offered it for sale in a market at Berdusk. It brought 400 pieces of gold from an adventurer who recognized it, but he mistakenly told a companion what he thought the sword was, and was dead by the next morning. So was the companion, murdered in turn by the assassin Turl.

Turl carried the blade north to the city of Scornubel, using it to pay off a debt to his guildmaster Iritan. Little is known of Iritan, who evidently ruled the guild with an iron hand for more than 20 winters. One spring Turl appeared in Waterdeep, dying of poisoned wounds, and gave the blade, and more wealth, to the wizard Marune. Much of Marune's wealth was lost in subsequent upheavals, and *the Bloodbrand* fell into the hands

5760

of an unknown person in Waterdeep. Where it traveled after that is not known, but four winters ago it was brought to Elminster for examination, when he was visiting Westgate, by a swarthy, scarred fighting man of Calimshan who gave his name as Vulph. The present whereabouts of Vulph and of the blade *Taragarth* are unknown.

Tarl Vanovitch's Sun Blade

XP Value: 3,000 **GP Value:** 15,000

1992 Fantasy Collector Card 23

This neutral good weapon is +2 normally and +4 against any evil creatures, but Tarl's blade does triple damage against all undead creatures. Once a day, this blade can be swung over the head to create a bright light similar to that of the sun in a 60-yard sphere for 1d10 rounds. This renders it a particularly effective weapon against vampires as well as other exclusively nocturnal monsters. Tarl's weapon has an Intelligence of 12 (10 Ego points) and the ability to *detect invisible objects* in a 10' radius.

Tefnut's

XP Value: 6,000 **GP Value:** 30,000

Legends & Lore

In combat, Tefnut's avatar can command her sword to transform itself into a *stroke of lightning*. Anyone hit by this weapon suffers normal damage and then must save vs. spell or take an additional 5d20 points of electrical damage.

Tideripper

XP Value: 2,000 **GP Value:** 10,000

Otherlands

This mighty weapon was wielded by Drudarch Takalurion and is still used by Speakers of the Moon to this day. *Tideripper* is a *long sword* +4 that is usable only by a good-aligned warrior. The sword can also perform the following functions twice per day—*detect evil* (60' radius), *detect lie*, *dispel magic*, *heal*, *part water*, and *strength*. In addition, the sword vibrates with anticipation when an evil being of 12 or more Hit Dice or levels approaches within 100 yards.

The wielder of *Tideripper* is unaffected by combat restrictions that apply to water. The wielder fights as if on dry land. There are some legends that say that nine such swords were forged, one for each day of Solinari's quarter in High Sanction. If this is true, there are eight other swords like *Tideripper* scattered throughout Krynn.

Timesweep

XP Value: 3,000 **GP Value:** 15,000

Top Ballista

Santarian Keltander, the pegataur Mayor of Ser-raine, owns a sword he calls *Timesweep*. Santarian is never without *Timesweep*, his magical

two-handed sword +4. In addition to its fearful damage (1d10+7), the sword possesses a trio of special properties. First, it is fast. Santarian does not automatically lose initiative with this weapon. Second, he may *slow* an enemy five times a day (the reverse of a *haste* spell). Third, he may *haste* himself and up to six allies for three turns once a day. *Timesweep* is of elven manufacture and has a grip of Clan Erendyl design (the current Royal Clan of Alfheim). Though Santarian does not discuss it, many guess that his family has owned the blade for three centuries.

Token

XP Value: 1,000 **GP Value:** 6,000

DRAGON Magazine 54

Until needed, a token sword appears to be a simple token. When required, it can magically grow from a miniature blade into a full size steel weapon, enabling the owner to smuggle a blade into a forbidden area. The full size sword lasts for 4 turns, then it vanishes. This token is highly prized by assassins.

Tri-Entity

XP Value: 52,200 **GP Value:** 261,000

New Item

Widely known as a maverick, Jett is one of the most loathsome individuals any party of adventurers could ever come across. He never fights fairly, always has the upper hand, and generally uses a squad of permanently *invisible* humanoids to help him combat his opponents. Recently, Primal has come to believe that Jett is actually the avatar of a devious god of death, though he has yet to figure out which. One reason Primal has come to this conclusion, is the great weapon of power that Jett carries with him. (At the very least, Jett is probably a "holy" warrior of this unknown chaotic deity.)

This weapon, known simply as *Tri-Entity* or *Turbo*, is a great, unhealthy looking three-bladed sword. The central blade is the equivalent of a *long sword of sharpness* while the two outer blades are similar in size to *short swords of sharpness*. When Jett swings and hits, he causes 2d6+1d8 damage, with a +5 bonus for the weapon's enchantment.

The two outer blades can be shot from the hilt, attacking as *arrows of accuracy* +4. If the arrows miss their target, the blades fly back to the sword like a pair of boomerangs and reattach by the end of the current round.

Across the hilt, the sword has 12 small black knives (about the size of well-balanced pocket knives). These *knives of venom* +1 can be thrown by the sword's owner, however they must be found and reattached in order for the knives to

5766

maintain their venomous qualities. If they are not reattached, they act as normal small knives, causing 1d2 points of damage (+1 for their enchantment).

The equivalent of an *unholy reaver* (with all powers), its primary purpose is the destruction of law and good. It can *detect invisible objects and creatures*, can communicate *telepathically* with its user, and has a chaotic evil alignment. It has an Intelligence of 21 and an Ego of 20. The sword, however, has never tried to control Jett, and it is believed that it cannot, due to Jett's status with his deity.

When Jett's attack roll is a 20, the DM should roll on the following chart to determine the exact effects of the strike. Being a gift from a chaotic deity, the sword's critical table has effects that damage both user and opponent. All results are cumulative where applicable.

Roll Critical Effect

- 01 **Life stealing:** Treat as the sword of the same name.
- 02 **Damage the possessor:** The blow harms the wielder instead of the opponent.
- 03 **Confusion:** Effect lasts 2d4 rounds, save for half effect.
- 04 **Double damage to possessor:** The sword transfers double the damage of the strike from the opponent to the wielder.
- 05 **Disintegrate:** The opponent is *disintegrated* unless a saving throw vs. spell is successful.
- 06 **Deafness:** Wielder is struck deaf until a *remove curse* or *heal* is cast. No save applicable.
- 07 **Drain energy levels:** 1d2 levels are drained from the opponent. A save vs. spell is applicable.
- 08 **Teleport:** Wielder is *teleported* to a random (hospitable) location within 1,000 miles of current location.
- 09 **Vorpal attack:** Treat as a *vorpal sword*.
- 10 **Tasha's uncontrollable hideous laughter:** Wielder is struck with 2d4 rounds of the named spell. Saving throw vs. spell applies.
- 11 **Blindness:** Opponent is permanently blinded. Save vs. spell applies.
- 12 **Drain energy levels:** One level is drained from the wielder. Save vs. spell applies.
- 13 **Teleport:** Opponent is *teleported* to a random (hospitable) location within 1,000 miles of current location.
- 14 **Mute:** Both wielder and opponent are struck *dumb* for 1d4 days (roll randomly for each).
- 15-20 No special effect.



The sword also has the following abilities:

- If the user says its name (usually under the breath), it will *teleport* into the user's hand. Jett usually uses this feature to gain a surprise attack.
- The sword has a refillable "dart gun" in the hilt. It holds a total of 20 darts. When activated by a small button, the dart flies from the back of the hilt. The dart has a range of 25/50/100 feet.
- The sword can heal 1d100 points of damage each week (randomly rolled each week). Once these points are used, the wielder (and possibly companions) must wait for the next seven-day period to begin.
- The possessor regenerates missing body parts and heals all scar tissue. This process takes one week per point of damage that caused the affliction.
- If the possessor is struck with a lethal blow, the sword has a 45% chance to *teleport* the wielder away in time (to a random hospitable location within 1,000 miles) to save his or her life. This power can be used once a week.
- If the wielder is killed in battle, the sword can *resurrect* the user, without the usual necessary resurrection survival roll. This power can be used four times a year (at any point within that year).
- If nonevil individuals touch the hilt of the sword, they suffer 1d4 points of damage equivalent to the Negative Energy Plane touch of an undead creature. (The damage can be temporarily halted with the use of the *Negative Plane protection* spell.)

Troll's Bane

XP Value: 2,600 GP Value: 11,000

POLYHEDRON Newszine 82

Many years ago, a warrior of Waterdeep was awarded an enchanted sword for helping stave off a troll raid. The warrior took leave of the city, and rumors hinted that he disappeared during a battle near Myth Drannor. Adventurers have been seeking his sword ever since.

Troll's Bane is a sword with a hilt wrapped in dyed-green griffon hide. The pommel is set with a large emerald, and the blade is engraved with the words *Troll's Bane*. The blade is polished to a mirror-like finish and never tarnishes. Normally, the sword is a magical *weapon +1*, but when it is employed against a troll it is +4 on attack and damage rolls. In addition, the blade glows when it is within 40 yards of a troll, and it emits a smoking stench when it strikes a troll. Trolls cannot regenerate damage caused by the sword. The sword communicates *telepathically*, and it can cast a *heal* spell and *strength* spell once a day on its wielder.

Twinkle

XP Value: 3,600 GP Value: 18,000

MENZOBERRANZAN™ Campaign Set

This scimitar, a *defender +5*, was given to Drizzt by the famed wizard, Malchor Harpel. The scimitar was forged by the surface elves and glows with an eerie bluish light when enemies are near.

Tyr's Sword of Sharpness

XP Value: 9,000 GP Value: 45,000

Legends & Lore

Tyr's avatar carries a *sword of sharpness +3* that also allows him to see invisible objects and *know alignment*.

Undead Slayer

XP Value: 1,200 GP Value: 6,000

POLYHEDRON Newszine 76

This is a *long sword +2/+5 vs. undead and necromancers*. Its special powers include the ability to bestow upon its wielder a +2 saving throw bonus vs. undead attacks and necromantic spells. In addition, once a week, the sword can summon a valkyrie.

of Underwear Snatching¹

XP Value: — GP Value: 2,000

POLYHEDRON Newszine 76

This is a rare and powerful *sword of underwear snatching*. If you look closely, it seems the sword wielder on POLYHEDRON Newszine 70 isn't wearing any. Talk about chain mail teddy stereotypes! ¹This item was part of a contest to name the sword featured in issue 70 of POLYHEDRON.

Uranus's

XP Value: 6,000 GP Value: 30,000

Legends & Lore

Uranus' avatar wields a sword that cuts through any nonmagical material as if it were cloth. Thus, his enemy's AC is never better than 5 (unless due strictly to Dexterity).

Vainamoinen's

XP Value: 10,000 GP Value: 50,000

Gods, Demigods, & Heroes

This *sword +3* has a 12 Intelligence and 12 Ego, speaks, slays monsters, throws a *fear* spell once per turn and is a *sword of sharpness*.

Vainamoinen's II

XP Value: 8,000 GP Value: 40,000

DEITIES & DEMIGODS Cyclopedica

Vainamoinen's avatar wields an intelligent *sword of sharpness +3*. The sword speaks, and it can cast a *fear* spell once a day.

Vampiric Regeneration**XP Value:** 5,000 **GP Value:** 25,000

DRAGON Magazine 188

Half the damage inflicted by this *sword* +2 is immediately bestowed on the wielder, with all fractions rounded down. If the target of the blade is not a living creature (an extraplanar being, golem, or undead, for example), it functions only as a normal magical sword. It cannot otherwise cause *regeneration*, nor will it restore life, limb, or organ. The blade cannot increase the wielder's hit points beyond the character's normal maximum.

Vanya's Wrath**XP Value:** 4,000 **GP Value:** 20,000

Into the Maelstrom

This is a *bastard sword* +2, +5 vs. *fiends*. It is engraved with runes that say, *The Strength of Vanya Protects the Conquerors*. The sword, of neutral-good alignment, is intelligent and speaks Common, all elven tongues, any water elemental language, and Storm Giant. It *reads magic* and can *detect invisible*, *detect creatures with ties to the Negative Energy Plane or the Demiplane of Shadow*. It *teleports* back to Vanya if its bearer is destroyed or killed.

Vasgo**XP Value:** 1,200 **GP Value:** 6,000

Adventures in BLACKMOOR

Vasgo is a very special, lawful neutral *sword* +2 with an Intelligence of 12 and an Ego of 10. Its powers are *find traps*, *find secret doors*, and *see invisibility*. It can also *read magic* and is blessed with the extraordinary power of *telekinesis*. It speaks Common, Dragon, Dwarf, Elf, Goblin, Halfling, Ogre, and Orc. Vasgo's jeweled scabbard is worth 75 gp. The small emerald mounted in the buckle of Vasgo's sword belt is worth 1,000 gp.

Vergadain's Broad Sword**XP Value:** 3,000 **GP Value:** 15,000

Monster Mythology

The avatar's *broad sword* +4 detects treasure within 20 feet.

Vhaeraun's**XP Value:** 3,200 **GP Value:** 16,000

Monster Mythology

The avatar's jet-black *long sword* +4 is *invisible* in darkness. When holding it, the avatar can create a 70-foot range *bladebend* once every six rounds; the blade of any one edged weapon currently held twists about to strike its holder for maximum damage.

Vorpal**XP Value:** 8,000 **GP Value:** 40,000

GREYHAWK

The *vorpal blade* differs from a *sword of sharpness* in several ways:

- Its attack roll bonus is +2.
- It needs only 10% over the required score to hit, or an 18 through 20 to sever, and it always severs the neck.
- It will perform in the hands of any lawful fighter, although it requires a paladin in order to act in its *antimagic* capacity.

Vorpal II**XP Value:** 10,000 **GP Value:** 40,000

DUNGEON MASTER Guide

Similar but superior to a *sword of sharpness*, a *vorpal sword* has a +3 bonus to attack and damage rolls. Check the table below to determine whether an attack roll is good enough to sever the head from the neck of an opponent, considering only the sword's bonus of +3:

Opponent is	Modified Score to Severe
Normal/armored	20-23
Larger than human size	21-23
Solid metal or stone	22-23

Note that many creatures have no heads or can change their form, and therefore cannot suffer decapitation. There are also creatures that have heads but will not necessarily be killed by decapitation (among these are doppelgangers, elementals, and golems).

Warbringer**XP Value:** 3,000 **GP Value:** 30,000

DRAGONLANCE Adventures

This gigantic two-handed sword, forged during the Age of Might, was in the possession of the half-ogre bandit, Steeltoe. The fine quality and workmanship of this sword means that it once must have belonged to a nobleman, possibly a Knight of Solamnia. Caramon won the sword when he slew the half-ogre. Caramon brought the sword forward into the future with him. It remains in his family, having been passed on to his eldest son. The sword has a +3 bonus on attack rolls and does 1d8+3 points of damage.

Warlord Blade of the Shield Lands**XP Value:** 1,600 **GP Value:** 8,000

GREYHAWK Adventures

This magical *broad sword* +2 increases its possessor's leadership ability in combat. Thus, a commander's Charisma is considered to be 18,

5783

giving a +2 morale modifier to troops under his command. The sword also doubles his or her command radius and gives the commander's troops a +2 discipline modifier.

Weasel

XP Value: 900

GP Value: 4,500

Adventures in BLACKMOOR

The Sheriff of Ranshead, Philo Holbytn, wields a lawful neutral short sword +1/+3 vs. *undead*, called *Weasel*. This sword has an Intelligence of 9 and an Ego of 5 and has the power to *detect evil* and *see invisible*. Since it is well known from earlier days, when it is drawn, all enemy forces within 100 yards must make a morale check at -1.

Whirlwind Blade

XP Value: 500

GP Value: 2,500

DRAGON Magazine 126

This sword +1 has from 8-16 charges which, once used, are gone for good. Whenever one charge is expended, the wielder of the sword may launch a *whirlwind attack* in the manner of an 11th-level kensai. All Strength bonuses and the like possessed by the character still apply. Even a kensai may use this weapon, provided that it is not a magical version of his or her weapon of specialization. A kensai of 11th level or higher, if able to use this weapon at all, may use the abilities; the kensai may also use his or her own innate *whirlwind attack* potential. If the character expends a charge while conducting an innate ability *whirlwind attack*; however, no additional benefit is gained, the charge is wasted.

White

XP Value: 1,200

GP Value: 6,000

Adventures in BLACKMOOR

Bolitho is custodian of the famous *White Sword*. This powerful lawful-good sword +2/+3 vs. *goblins*, *orcs*, *undead*, and *dragons* has an Intelligence of 12 and an Ego of 12. It was forged at the command of a previous bishop to be the sword of champions and "the defense of the Church and the people" against evil. It has the powers to *detect evil*, *detect magic*, and *see invisible*. It can also *read magic* and has the extraordinary powers *extra damage*, *telepathy*, and *healing*. It speaks Gnoll, Gnome, Goblin, Hobgoblin, Kobold, Ogre, Orc, and Pixie. Unsheathed, the sword raises the morale of all friendly troops within a mile of the wielder by one. Though he cannot use the weapon himself, Bolitho assigns the sword to a champion before any military campaign in which High Church troops are involved. He has also been known to place it at the disposal of persons carrying out especially dangerous and difficult missions on behalf of the High Church. Only

lawful-good characters with an established reputation of honesty and loyalty can be so blessed.

of the Wild Coast

XP Value: —

GP Value: 1,000

GREYHAWK Adventures

This cursed two-handed sword was enchanted by a bitter wizard to expose the "true inner personalities that all warriors possess." This weapon causes its owner to save vs. spell or become neutral evil and a lover of battle. Modifiers to the saving throw depend on the victim's class:

Paladin	+6
Ranger	+3
Fighter or thief	-3

If the saving throw fails, the wielder will always be looking for a fight and always fighting to the death. If he or she sees a fight or a drawn weapon, the urge to enter battle becomes overpowering. Even the threat of combat causes the character to make a Wisdom check or immediately attack. The character can be released only by a *remove curse* spell. If a character dies while under the curse, the victim's psyche travels to the Outer Plane of Acheron, never to return.

Any character can attempt to wield this weapon, but one who is not neutral evil does not receive its +3 magical bonus. Also, a good-aligned character takes 1d4 points of electrical damage per use.

Willow Wand*

XP Value: +1,000

GP Value: +5,000

DRAGON Magazine 40

Willow wand swords are rolled as ordinary magical swords (Intelligence, Ego, bonus, possible curse, and so on) and treated as such with the following exceptions—they float and are immune to rust monsters and other metal destroyers.

of Wishes

XP Value: 1,800

GP Value: 9,000

DUNGEONS & DRAGONS Expert Rules Set

This sword will grant 1d4 *wishes* once. A *wish* can be cast by holding the sword and stating the *wish*. Once the sword is used in this manner, one of the *wishes* is gone. *Wishes* are very powerful magic and the DM should handle them with great care.

Woodhold

XP Value: 1,200

GP Value: 6,000

Adventures in BLACKMOOR

The *Lawful Sword*, better known as *Woodhold*, is a normal sword +2 in the hands of anyone but an elf. When borne by an elf, it comes alive, having

5790

an Intelligence of 11 and an Ego of 8. It then has the power to *detect evil* and *read magic* and has the extraordinary powers *illusion* and *flying*. In the proper hands, it speaks Dwarf, Dragon, Goblin, Hobgoblin, Ogre, and Orc. All elves within 100 yards of an elf bearing *Woodhold* adds 2 to their morale. The sword's value to nonelves (by reason of materials and workmanship alone) is 1,000 gp. To elves, it is priceless.

of Wounding

XP Value: 4,400

GP Value: 22,000

DUNGEON MASTER Guide

This is a sword of only +1 bonus, but any hit made with it cannot be healed by *regeneration*. In subsequent rounds, the wounded opponent loses 1 additional point for each wound inflicted by the sword.

Thus, an opponent hit for 4 points of damage on the first melee round will automatically lose 1 additional point on the second and each successive round of combat. Loss of the extra points stops only when the wounded creature bandages its wound or after 10 rounds (one turn).

Damage from a *sword of wounding* can be healed only by normal means (rest and time), never by potion, spell, or other magical means short of a *wish*. Note that successive wounds will damage in the same manner as the first.

Wyrmcleaver

XP Value: 12,000

GP Value: 60,000

POLYHEDRON Newszine 76

This magical blade is a *vorpal sword* +4 with respect to all dragons. Against any other foes, the sword is +2, with no special abilities.

Wyrmsbane

XP Value: 1,200

GP Value: 6,000

Dragons of Triumph

Wyrmsbane is a two-handed *sword* +2 for most normal situations. When used against dragons and draconians, however, it inflicts double damage. Against black and sea dragons it inflicts triple damage. The sword does not become stuck in the statue when a Baaz draconian dies and petrifies.

Wyrmsbane can also *locate objects* three times a day. If the user desires to find something that he or she knows well, and the object is within 180 feet, the DM should allow the find.

Wyrmsbane II

XP Value: 800

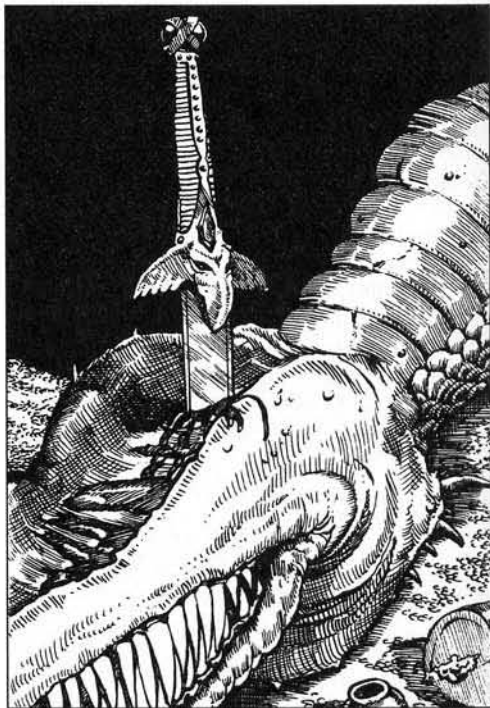
GP Value: 4,000

Tales of the Lance

This sword has had many owners and many names, it is also currently known as *Redeemer*. To most it is *Wyrmsbane*, sister sword to Kith-Kanan's *Wyrmslayer*. It was forged in Silvanesti

during the Second Dragon War, but was given to the kingdom of Thorbardin and from thence to Ergoth. The sword's blade is etched with elvish script, and its crosspiece bears the likeness of a falcon's beak.

Wyrmsbane functions as a *long sword* +2. When wielded against dragons, draconians, serpents, or lizard kin, it inflicts double damage; against serpent spawn of the sea and marsh (black dragons) it causes triple damage. It cannot be harmed by wyrm breath weapons, nor be trapped in the stony form of a dead draconian. The sword can also locate objects if the object is known and within 180 yards. The sword points in the direction of the desired object (if the item is not shielded by lead or gold). This power functions 3 times per day.



Wyrmslayer

XP Value: 9,000

GP Value: 45,000

Tales of the Lance

This mighty blade was the weapon of the ancient elf hero, Kith-Kanan. It was forged in Silvanesti during the second Dragon War and remained in the royal house until Kith-Kanan led his people to Qualinesti. He is said to have been buried with the sword.

This weapon looks very much like *Wyrmsbane* (*Redeemer*), except that it is a little larger. It normally functions as a *two-handed sword* +3. Like *Wyrmsbane*, *Wyrmslayer* is immune to the impris-

5795

oning effect of a dying Baaz draconian. The sword causes double damage against any dragon or draconian.

In addition, a character holding *Wyrm Slayer* by the hilt gains a +3 bonus to all saves against dragon breath attacks and spells cast by dragons or draconians. *Wyrm Slayer* does have the disconcerting tendency to buzz aggressively whenever it is brought within 30 feet of a true dragon (not a draconian). This buzzing sound is loud enough to be heard clearly and always awakens a sleeping dragon.

Wyrm Svenin

XP Value: 1,200

GP Value: 6,000

Dragon Keep

This superbly crafted two-handed sword is an artifact from the Third Dragon War. It is similar to the legendary sword *Wyrmbane* and it was also forged during the Age of Might. *Wyrm Svenin* acts as a *two-handed sword* +2 against most creatures. When used against dragons or draconians, however, it inflicts double damage. Against black dragons and sea dragons, it inflicts triple damage.

Xiphoid Xebec

XP Value: 8,000

GP Value: 40,000

The Book of Marvelous Magic

This item appears and functions as a *sword* +1 in all respects. When immersed in water and the command word spoken, it turns into a three-masted ship with sails (treat as a small sailing ship). The *xebec* remains in ship form for as long as desired, a second command returns it to sword form. The *xebec* can only be damaged by magical attacks or by physical attacks from creatures of 12 or more Hit Dice. If damaged, however, it never returns to sword form.

Yondalla's

XP Value: 15,000

GP Value: 75,000

Monster Mythology

The avatar's *short sword* +4 is a vorpal weapon that glows silver when it strikes.

Zenchoo Katana

XP Value: 2,000

GP Value: 10,000

Rage of the Rakasta

The *zenchoo katana* belonged to Hirameki, the First Daimyo, who long ago united the warring rakasta clans under one supreme leader. It cannot be used by anyone who is not of lawful alignment. In fact, neutral or chaotic characters will find that they cannot even lift this mighty sword. This special weapon is a *katana* +3 that also gives its wielder the ability to cast a *clairvoyance* spell three times a day. In order to invoke this power, a full turn of meditation is required.

Zinzerena's

XP Value: 6,000

GP Value: 30,000

Monster Mythology

She employs a magical short sword which randomly changes enchantment between +1 and +5; it is always magically enchanted with a paralyzing venom (saving throw is at -1 to -5 with a random variance; effect lasts 1d5x5 rounds).



Zosh's Xebec of Doom

New Item

XP Value: —

GP Value: 4,000

Zosh's cursed sword -1 is identical to a Xiphoid Xebec. If *detect magic* is used, a faint aura of magic is seen. If *detect evil* is cast, it hides its alignment.

Zosh was an evil wizard who once used a *xebec* to escape the wrath of a more powerful rival. Unfortunately, the spells her enemy used to create a great sea storm sunk the vessel, leaving Zosh stranded on an uncharted island. Upon her return, she created this sword. It creates a three-masted ship that doubles the effects of magical attacks and creatures of more than 12-HD, and this ship is guaranteed to sink in three days. Now, if she could just get her rival to take delivery . . .





Tabard of the Mystics

XP Value: 2,000

GP Value: 15,000

The Magister

This garment is typically green with golden trim, having a stiff stand-up, flared collar, and may be worn over armor. Its construction is expensive (powdered gold and serpentine, for example, must be worked into the fibers of the cloth), difficult, and known only to a few.

Tabards of the mystics may be worn by any class, and have the following properties: they will not burn, and all fire damage suffered by the wearer is reduced by 1 point per die. Wearers are immune to the effects of a *scarab of insanity*, and gain saving throw bonuses of +1 vs. a *magic jar* attack, and +4 vs. all enchantment/charm spells. A *symbol* may be cast upon the tabard (typically upon the breast), and rendered *invisible* (inoperative) until it is touched and a command word spoken, or until the garment is removed from the wearer without a command word being spoken. In any case, the wearer or owner is immune to the effects of the *symbol*. Wizards wearing a tabard may open a *wizard locked* or *held door* or portal as though one level higher in experience.

Table

This piece standard of furniture may be of any size and of any material. Most magical tables are

made of wood, stand about 3 feet tall and 5 feet square, and usually have four legs. Their encumbrance is 250 coins unless otherwise noted.

of Banquets

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

This item seems to be a *table of plenty* but may be commanded to lengthen before creating dinnerware and food. It can be extended in 5-foot increments to a maximum of 60 feet. Thereafter, it can create an additional setting per side for each 5-foot extension, feeding six at 10-foot length, eight at 15 feet, and so on. Upon command to shrink, it turns into a square table.

of Contents

XP Value: 1,500

GP Value: 7,500

The Book of Marvelous Magic

This item appears and functions as a *table of plenty*; however, items may be put on plates, fluids (such as a potion) in cups and all commanded to *disappear*. The items are then stored, to return when the table is recreated.

of the Elements

XP Value: 4,000

GP Value: 20,000

The Book of Marvelous Magic

This table is identical to a *table of plenty* but, when commanded to create food, it creates small elemental beings instead. A fire elemental appears on each of the two candles, an earth elemental on each plate, a water elemental in each cup, and a single air elemental in the center. The tiny monsters (AC 0; HD 1; MV 12; #AT 1; Dmg 1d6; ML 12; AL N) are hostile and attack immediately. Tiny air elementals do not create whirlwinds, although their minicyclones are 2 feet tall and 6 inches wide and capable of slaying creatures with 2 hit points or less unless the victim makes a saving throw vs. death magic.

of Plenty

XP Value: 4,500

GP Value: 22,500

The Book of Marvelous Magic

This plain, wooden table is 5 feet square and stands 3 feet tall. Upon command, it produces tablecloth, candles, plates, cups, and eating utensils for four; a second command produces food and drink on the plates and cups and lights the candles. It creates three meals a day. All foods created are real, but the items disappear if taken more than 5 feet from the table. A third command causes everything on it (including leftovers and crumbs) to disappear; a fourth command word turns it into a miniature table, 1 inch tall; and a fifth restores it to normal size.

Writing

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

When a quill, inkwell, and blank scroll or parchment are placed on the surface of this table and a command word is spoken, the *writing table* uses those writing tools to write one magic spell. The tools need not be magical. A priest spell is written unless the user is a wizard, in which case a wizard spell appears. The exact spell level is determined randomly using the following chart. The table functions once a month—at most. Roll 1d20:

Roll	Spell Level
01–05	1st
06–09	2nd
10–12	3rd
13–15	4th
16–17	5th
18–19	6th
20	7th

Tablecloth

Tablecloths are made of linen or lace that are laid over a table. They are decorative and make cleanups after meals easier. In earlier times, tablecloths served to decrease the number of splinters people received while eating at rough-hewn wooden tables and sideboards.

Augricrone's

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 43

When shaken and spread, this tablecloth miraculously provides a fine feast: meats, cheeses, hot and cold dishes, exotic fruits, fine wines, and breads, a full banquet capable of serving 20. The food must be eaten immediately; it cannot be saved for later consumption, and it all vanishes after two hours. When finished, one may simply gather the edges, fold, and store. It can be used only once a day.

of Feasting

XP Value: 500 **GP Value:** 4,000

DRAGON Magazine 145

A *tablecloth of feasting* is thick, richly embroidered, and difficult to fold and move—it weighs 30 pounds. The tablecloth automatically adjusts to fit any table on which it is placed, up to 900 square feet in size. Once a day, a *tablecloth of feasting* can create a meal equal to a *heroes' feast* of 15th level, although no furniture is created and the conjured food bestows no magical effects. They are usually found with 1d20+80 charges, and require a command word to function. If the meal is interrupted, however, the food does not vanish.

Tablet

Tablets are thick, flat pieces of granite, jade, or other hard-stone materials. Runes or other written information can be carved into them. Tablets are durable and able carry their messages over millennia. Even if broken, they can be pieced together to reveal messages.

Myrkul's Tablet of Fate

XP Value: —

GP Value: —

Waterdeep

Indestructible in the hands of anyone except Lord Ao, each *tablet of fate* is made of plain, weathered stone, 2 feet high, with rounded ends and edges. The sides are engraved with the names and symbols of the gods and their divine portfolios. However, no one but a god can interpret anything except the gods' symbols.

These tablets reflect all spells back (100%) on the caster, but are otherwise inert. No one can use them offensively. *Myrkul's tablet of fate* radiates strong magic, signs of the enchantments he has placed on it. These spells let his denizens cross from the Gray Waste into the Realms, maintain an open gate to Gray Waste, so that their power remains strong, allowing Myrkul to find the tablet wherever it is.

of Spirit Summoning

XP Value: 4,000

GP Value: 20,000

Oriental Adventures

This item is a small jade tablet inscribed with characters. Upon uttering the command word, the character can cast *summon spirit*, as the 9th-level *wu jen* spell. The tablet is usable once a week. With each use of the tablet, one inscribed character fades magically from the surface. When all the characters have faded, the tablet is a smooth piece of jade worth 10 ch'ien. The tablet has 2d6 characters inscribed on it when found.

Takht of the Jann

XP Value: —

GP Value: —

DRAGON Magazine 190

Each of the instruments of the jann (the *nay of the djinn*, the *riqq of the efreet*, the *'ud of the marids*, the *rababah of the dao*, and the *qanun of the spirits*) is mildly powerful in its own right, but brought together into a single orchestra, they prove to be an extremely powerful magical combination. If a *takht* (TAH-kt) of bards, rawun (rah-OON) or otherwise, all wield the *instruments of the jann* under the direction of a single sha'ir, the *takht* may summon into this plane an army of genies. There will be four units of genies, one of each of the four elemental genie races, and each under the command of a noble genie of the

5812

proper race—marid, dao, efreet, and djinn. Each unit consists of 100 members of the respective race. It takes an hour for all the troops to arrive and assemble, and if anything interrupts the summoning players, the spell fails and those that have arrived will not be under any control (and likely will be irritated at the sha'ir as well).

If the *summoning* is successful, the genies will be under the command of the sha'ir directing the *takht*, and will remain so for an hour and a day (25 hours). During this time they will build, move, and attack at the whim of the sha'ir—they will even fight other genies if so instructed. After their time of servitude ends, they will return to their own plane, and will not harm or act against the sha'ir who commanded them for the next 101 years.

This is an incredible amount of power to place at the disposal of a single individual, and a complete set of *instruments* is only held in the hands of the living Amir of the High Desert. There are stories that a full set has also been collected and is in the hands of the Grand Caliph, but this is unsubstantiated. The genies are very aware of the potential of mortals who acquire a full set, and as such, all genie servitors (including gen and the like) are continually on the lookout for individuals attempting to assemble a full collection of the instruments. Clever fakes, mysterious robberies, and even disappearances of collectors have been reported in legend and tales of those attempting to recreate the *takht of the jann*.

Talisman

A talisman is any magical object that is worn. Amulets are talismans that are usually worn around the neck. Phylacteries are talismans worn at the forehead, wrist, and occasionally on the upper arm or at the thigh.

of Al'Akbar

XP Value: —

GP Value: —

Book of Artifacts

The *talisman of Al'Akbar* is an eight-pointed star of hammered platinum. It is small, no bigger than a large pendant, and comes with a chain of gold and pearls so it can be worn as a necklace. Each point of the star is tipped with a diamond that sparkles in the slightest light. From the points to the center run elaborate patterns of golden inlay. It does not radiate magic.

Constant Powers: Anyone of good alignment touching the talisman receives the benefit of a *remove curse* spell.

Invoked Powers: Once a day the talisman can cast a *cure disease* or *cure blindness* spell.

Resonating Powers: Once a week, the talisman and cup* can be used to create any one of

the following potions: *healing* (5 batches), *sweet water* (3 batches), *extra-healing* (2 batches), *elixir of health* (1 batch), or *vitality* (1 batch). Furthermore, the items gain the power of a *resurrection* spell (1/day), effective only on good or neutral creatures.

Curse: These items can only be used by good humans and half-elves. When the powers of the talisman or the cup are invoked, the owner ages 1d10 years. *The aging is irreversible!* Upon attaining maximum age, the owner is transformed into a zombie guardian of the artifacts, unraiseable by any means.

Legend: The *talisman* and *cup of Al'Akbar* are major holy relics. The two artifacts are always associated with a powerful god or goddess of healing, although the DM must select exactly which one is most appropriate from those in the campaign. In the FORGOTTEN REALMS® setting, Lathander could be used, while in the GREYHAWK campaign, Pelor would be appropriate.

No matter what faith, according to the sect's dogma, the talisman and cup were given by the deity after a great disaster that brought untold devastation and suffering to the land. The two items appeared before the high priest in a dream. When the clergyman awoke, the talisman and cup were there, still sparkling with the radiance of the deity. Blessed with the items and knowledge of their use, the holy man went out and cured the multitude of sick and injured.

Unfortunately, the miraculous powers of the talisman and cup did not bring happiness to the people or peace to the temple. When travelers returned to their distant homelands with tales of these two wonders, emperors, kings, and warlords coveted the items. Driven by greed and fear, they marched their armies and sent their agents, to seize the treasures.

Just what battles occurred and who won them is lost along with the names of those who fought for the artifacts. Perhaps one rose victorious over the others only to have the two treasures seized from him. Perhaps they were stolen by bandits in the chaos of war. All that is known is that when the wars finally ceased, the talisman and cup had disappeared forever.

Even today, though, the legend of their miraculous power lives on in expressions as "cured by the cup" for any miraculous healing or "By the *star of Akbar*," an oath to ward off disease.

The *cup* and *talisman of Al'Akbar*, because of their powerful healing abilities, are both excellent items for the player characters to acquire and use, and yet unbalancing devices that are best taken out of player characters' grasp quickly in any campaign where they appear. The talisman and cup can be immensely useful items in an incredi-

5813



bly dangerous adventure where the characters frequently face horrible injury and death. These two artifacts may be vital for keeping the characters alive long enough to have a hope of concluding the adventure.

At the same time, the DM should not use the talisman and cup more than once in this manner. The powers of the talisman and cup allow the characters to flaunt death (and thus perform supremely heroic acts), but if this risk is removed from all adventures, things will grow dull very quickly.

Ideally, the characters find the talisman, cup, or both as the prelude to an even more harrowing task. The characters need the life-giving powers of these artifacts in order to travel to the Outer Planes (where their own magic will not function) and defeat a great foe. The items may be needed to survive a perilous journey of great importance.

Furthermore, the talisman and cup are of great interest to nearly everyone. Followers of the original deity will want their relics returned. Warlords will want the healing power for their armies. Wizards may covet the potion-making powers of the items. Characters must be ready to fight to keep the artifacts.

Once the need for them has passed, the artifacts should be removed. Ideally, the characters return the relics to their proper masters, or else they finally fall prey to the relentless efforts to buy, steal, or seize the items. If absolutely neces-

sary, the original deity can appear and claim the items. Woe to the characters who would at this point be foolish enough to refuse.

Suggested Means of Destruction:

- The talisman must be placed in the cup, and the cup filled with water from the river Styx. The talisman dissolves and the cup is voided of magic.
- Ten thousand *curse* spells must be cast upon the talisman, and then it must be struck against the cup, destroying both.
- They must both be touched by the deity of disease and death.

(* See *Cup, of Al-Akbar*.)

In a DARK SUN Campaign: These items do not exist on Athas.

of the Beast

XP Value	GP Value
Badger: 350	1,750
Brown Bear: 4,200	21,000
Deer: 1,200	6,000
Eagle: 1,750	8,750
Lynx: 1,750	8,750
Porcupine: 150	750
Skunk: 350	1,750
Wolf: 1,200	6,000

POLYHEDRON Magazine 19

This talisman is crafted in silver, bearing an exact likeness of a forest creature. It hangs on a silver chain with links styled as leaves and a rune inscription on the back.

The runes are the command words for the item, scribed in Druidic. One command is given for the Common tongue, and the other for the speech of an animal. When the item is worn, the bearer need only speak the proper (Common) command to *shape change* (in one round) into the animal whose likeness is on the talisman. The ability to *speak with animals* of the same species (at will) is also bestowed while in animal form. There is no limit to the duration. The wearer need only speak the proper (animal language) command word to return to normal form. The talisman will function normally seven times a week. If used an eighth time, the talisman traps the wearer in the animal shape. This effect is permanent until *dispelled* by the Great Druid, or by a *wish*, as the talisman was created by the first of the Great Druids. In addition, the talisman is not detectable as magical except by a druid's *detect magic* spell, a *true seeing* spell, or a *wish*.

Only eight *talismans of the beast* exist, each a unique item. Each bears the likeness of a different forest creature.

of the Beast II**XP Value:** 2,500**GP Value:** 12,500

Old Empires

This item was created by the Beast Cults, which were quite popular in Mulhorand and Unther at the height of their second empires (circa 1 DR), but have since been forgotten.

These talismans have two functions: first, they enable their wearers to *communicate with animals* at will, and second, they enable the wearers to change into the form of an animal three times a day. These animals cannot be monsters or giant size animals, simply normal beasts, from the size of a fly to that of an elephant, bear, or tiger.

While in animal form, the character has the hit points and Armor Class of his or her human form, but all the special abilities of the beast form. The wearer must revert to human form (or demihuman or humanoid form) before taking on the characteristics of an animal again.

The talisman is a string of multicolored beads strung on papyrus reeds, which spin to form animal pictures. Only two of these talismans are known to exist.

of Chaos Supreme**XP Value:** 3,500**GP Value:** 32,500

GREYHAWK

A device that looks exactly like a *talisman of lawfulness* but functions in exactly the opposite manner and has a total of six charges.

of the Chimera**XP Value:** 1,000**GP Value:** 5,000

The Milenian Empire

Typically worn on a silver necklace, this talisman is the actual dragon head of a chimera, shrunk to the size of a walnut through magical and alchemical procedures. The talisman enables the wearer to breathe fire like a chimera—a cone 50 feet long and 10 feet wide at the end that inflicts 3d6 points of damage. This can be done three times a day.

of the Cockatrice**XP Value:** 1,000**GP Value:** 5,000

The Milenian Empire

Made from a cockatrice's chickenlike foot, this talisman is usually worn at the wrist, dangling from a bracelet. If the wearer touches a creature with the hand adorned by the talisman, the creature must roll a successful saving throw vs. petrification or be petrified. The talisman can be used once a day.

of Dreams**XP Value:** 4,500**GP Value:** 45,000

DRAGON Magazine 132

This item, which can take any of several forms (usually a small object or piece of jewelry adorned by curious runes) gives the bearer the power of *prophecy*. Any new user will require two months minus one day per point of Intelligence and Wisdom of the learner. The talisman allows a 5% chance anytime the bearer is asleep of having *prophetic dreams* of important events that will soon occur. Controlled or randomly, this foresight can operate once a week.

of Elemental Travel**XP Value****GP Value**

Lesser: 750

7,500

Greater: 1,000

10,000

DUNGEONS & DRAGONS Rules Cyclopedica

There are five types of these talismans. Roll 1d10 to learn the exact item found.

Roll**Talisman Type**

1-2

Lesser Talisman of Earth

3-4

Lesser Talisman of Air

5-6

Lesser Talisman of Fire

7-8

Lesser Talisman of Water

9-10

Greater Talisman (all elements)

Lesser Talismans: These round amulets are usually found on chains; there are corresponding types to each of the four elements. They are engraved with a triangle in the center and a symbol above it (one of the 10 symbols of the elemental ranks).

On the Prime Material Plane, a user may press the central symbol while casting a *conjure elemental* spell; the talisman will reverse the effect, sending the wearer into the appropriate elemental plane. While wearing the talisman, the user can breathe elemental matter as if it were pure, clean air, and gains heightened vision (normally in the range of 120 to 1,200 feet, depending on conditions).

Greater Talisman: These talismans are similar to the *lesser talismans* in power, but their power applies to all the elemental planes. They are engraved with the four triangular symbols of the planes, meeting in the center. The 10 symbols of all the elemental ranks are inscribed around the edges. If the proper command words are known, the wearer may also force an elemental being to obey instructions. This uses one charge; the talismans can expend up to 10 charges per trip into an elemental plane.

of the Faerie

XP Value: 1,000

GP Value: 5,000

The Milenian Empire

This talisman is a small, hollow piece of yellow glass or crystal. It is usually worn from a headband of woven vines, dangling at the wearer's brow. The owner can use each of these powers once a day: assume *gaseous form* (like the potion), return to normal form (from gaseous), and *create fog* (100-foot square, 10 feet high, around the caster).



Fiend

XP Value: 2,000

GP Value: 10,000

Monster Manual

Each type of lesser fiend has a special combination of inscriptions that bind them to the wielder for the space of nine days, or at least prevent the fiends of that type from harming the user. Greater fiends can likewise be commanded for nine hours or kept at bay. *Archfiend talismans* will cause them to perform a single service or prevent the bearer from being harmed by a particular duke of Baator when properly used. The employment of any *fiend talisman* requires great care and caution. Sacrifice is required of evil creatures using a talisman.

Merely looking at these talismans is dangerous. If not properly protected by spells or a magic circle, study of a charm gives a 10% chance of summoning the specific kind or fiend to whom the talisman belongs. Speaking the name on the

talisman always calls forth the kind or fiend. Archfiends will be aware of improperly protected talismans and they will send something to slay those who have them if the talismans pertain to them or their plane.

Fiend II

XP Value: 3,000

GP Value: 15,000

FIEND FOLIO®

Greater fiends have a special combination of inscriptions that will bind them to the wielder. The employment of any *fiend talisman* requires great care and caution. Merely looking at these talismans is dangerous if not properly protected by spells or a magic circle, study of a charm gives a 10% chance of *summoning* the kind or specific fiend to whom the talisman belongs. Speaking the name on the talisman always calls forth the kind or specific fiend.

Fire Pepper

XP Value: 500

GP Value: 2,500

Maztica Campaign Set

This talisman creates 4d20 tiny round objects that can be used for a variety of purposes. Each is bright red, the size of a small pebble. They can be used to immobilize (or worse) unsuspecting victims.

When dissolved in up to a gallon of drinkable liquid, a *fire pepper talisman* will create an odorless threat. When someone takes a drink of the liquid, he or she is immediately immobilized for 2d6 rounds, gasping and choking and writhing on the ground in pain from the hot burn of the drink. The victim suffers 1 point of damage for each round immobilized. If the character was merely taking an exploratory sip, a saving throw vs. spell is allowed. If successful, only half damage is suffered, and half the immobilization time is assessed.

If an individual can be tricked into eating a pepper whole, he or she must make an immediate system shock roll, or die. For each pepper beyond the first taken on a single bite, the character suffers a -5% to the chances of surviving the system shock. Even those characters who survive are immobilized for 3d6 rounds, and suffer an equivalent number of points of damage.

of the Golem

XP Value

GP Value

Amber: 900

9,000

Bone: 1,800

18,000

Bronze: 1,300

13,000

Obsidian: 1,000

10,000

Wood: 500

5,000

The Milenian Empire

There are five varieties of this talisman, each corresponding to a different kind of golem (amber,

5831

bone, bronze, obsidian, or wood). Each talisman looks like an inch tall golem, and is made of the same material as the type of golem it affects (a bone talisman affects bone golems, for example). The wearer of the talisman can try to control one golem of the matching type within 60 feet. The golem is allowed a one-time saving throw vs. spell. If successful, that golem can never be controlled by that talisman. If the save fails, the golem must obey the commands of the wearer. It can be ordered to walk, attack, guard, and so forth. Once given a command, the wearer need not remain within 60 feet for the golem to fulfill its duties. Once a talisman is "attuned" to a golem (meaning the golem failed its saving throw), it cannot be used to control other golems until the original golem is destroyed.

of the Griffon

XP Value: 1,000 **GP Value:** 5,000

The Milenian Empire

This item consists of a griffon's feather and claw, and is worn around the neck by a leather thong. The wearer gains a +2 bonus on all saving throws vs. fear effects. Additionally, all retainers of the wearer receive a +1 to their morale while in the wearer's presence.

Hwesta's Talisman of Memorization

XP Value: 1,000 **GP Value:** 5,000

1992 Fantasy Collector Card 515

Hwesta is a native of Greyhawk, but he and his companions found themselves banished across the planes to Toril by a powerful wizard who was incensed by Hwesta's theft of his *talisman of memorization*. Half of these amulets only affect memorization of spells of levels 1-5, and Hwesta has not risen to a level where he can use 6th-level spells, so he doesn't know if this one affects the memorization of 6th- through 8th-level spells. Nevertheless, Hwesta is betting that only losing an amulet that affects memorization of spells of levels 1d4 would make a wizard that mad.

of Lawfulness

XP Value: 3,500 **GP Value:** 32,500

GREYHAWK

This small, silver device will cause any Patriarch to have the ability to sink an Evil High Priest to the center of the earth forever. It contains seven charges. It may never be recharged. If an evil priest touches it, it will deliver 5d10 points of damage, and any other persons who touch a *talisman of lawfulness*, other than lawful priests, take 5d6 points of damage.



Medicine Bundle

XP Value: 30 **GP Value:** 150

The Atruagin Clans

The Children of the Horse believe that all creatures, good and evil, great and small, are imbued by the Immortals with magical power. In some this power is weak, leaving the individual unable to harness the supernatural powers of the universe. In others it is great, and the spiritual forces of the world obey their commands. The former type of person follows a career that requires little or no contact with the supernatural, becoming fighters or thieves. The latter class of person seeks out the unknown and embraces it by becoming a wizard, priest, druid, or even shamani.

Those without great access to supernatural power do not forsake that which they cannot wield, however. To do so would be folly. Rather, they seek the guidance of the tribe's shamani and ask his help in the crafting of a *makaki* or *medicine bundle*.

The making of a *makaki* begins with a hunt in which the character must seek out his or her own totem animal without the aid of a shamani's magical power. Once the animal is found, it is killed and the heart cut from the body. This heart is cured in such a way that it can be fashioned into a tough, leathery pouch. The rest of the carcass is burned in a special fire built by the shamani, and a handful of the ashes are placed in the *makaki*. They lay the spiritual foundation for the coming

5835

enchantments.

Once the *makaki* is fashioned and the ashes have been gathered in it, the character begins to gather items associated with his totem spirit. For example, if the character's totem animal is an elk, the character might gather a number of wild flowers that are known to be a popular food for the animal, or some of its dung from a game trails that it frequents. As soon as six of these items have been gathered, the character takes them and the bundle back to the shamani.

In a ritual that must be held under the light of the full moon, the shamani calls upon the Immortals to bless the *makaki*. Each ceremony will allow the shamani to enchant one bundle per level of experience on each of the three nights of the full moon. Thus, a 5th-level shamani could enchant as many as 15 *makaki* per month, although he would seldom be called upon to undertake such a massive ceremony.

The ritual ends with the coming of the dawn as the character holds out his left arm to the shamani. With a slender bone knife, the shamani cuts the supplicant's flesh and allows the blood to drip onto the ingredients assembled in the bundle. Enough blood is drained to deprive the character of 1d4 hit points before the enchantment is complete.

With the *makaki* now fully empowered, the character lashes it around the waist in the same way that citizens of other lands might carry a coin purse. Whenever a character with a *makaki* is called upon to make a saving throw or ability check while wearing his *makaki*, the wearer gains a +1 bonus.

Further, the character can call upon the totem spirit for protection in the event that the save or check fails. If this option is selected, the die roll for the saving throw or ability check is ignored and the character is assumed to have successfully overcome the hazard. Whatever caused the character to attempt the saving throw or ability check will destroy the *makaki*, however, forcing the character to fashion a new one if he wishes to regain his +1 saving throw and ability check bonus.

of Memorization

XP Value: 1,000

GP Value: 5,000

Tome of Magic

This talisman allows a wizard to memorize spells in half the normal time (five minutes per spell level). Half of these amulets (1-5 on 1d10) affect memorization of spells only of levels 1-5. The remaining half affects memorization of spells of levels 1-8. Spells of 9th-level are never affected by this talisman.

Mire

XP Value: 2,250

GP Value: 6,750

DRAGON Magazine 178

This is a 6-inch-diameter silver disk on which is mounted a rather ugly, grayish green stone. This talisman allows the user to call up ground water to form sticky, unpleasant swampy areas, characteristically used to protect a camp or flank since it takes so long to operate.

Such a talisman has 1d20+40 charges and is rechargeable. One charge will turn a 40- by 40-foot area into shallow marsh, hindering movement on foot and making mounted travel dangerous (both types of movement are at half speed). Attempts to ride, run, or fight within the area requires a Dexterity check on 1d20 every round, or a slip and fall results. Two charges make the area all but impassable to those on horseback and very hard to traverse on foot. Mounts must save vs. paralyzation at -6 or fall; footmen attempting anything but the slowest, most careful walk (one-quarter usual speed, and no combat) must check against Dexterity on 1d20 or fall. Damage from falling off an animal is only 1 point; the soft mud will usually cushion any fall.

After activating the talisman's magic, it takes 10d4 minutes for the water to rise and remains for six hours. In addition, the talisman will not work in very dry areas such as deserts, or on sheer stone surfaces and areas where the water is prevented from rising, such as areas having permafrost. The effect will not cause buildings to sink into the ground, but will make them rather damp and dank for a while.

Modified Talisman of Zaggy

XP Value: 1,000

GP Value: 10,000

1992 Fantasy Collector Card 28

This particular item is an experimental model of the famous *talisman of Zaggy*. It allows the wielder one *wish*, but permanently turns him or her to the lawful good alignment—only a *remove curse* spell will return the user to his or her previous alignment. Also, the talisman inflicts 1 point of damage to the holder any time he or she comes within 20 feet of a magical weapon (only once for each new magical weapon encountered).

Monkey Head Talisman

XP Value: 2,000

GP Value: 10,000

Mad Monkey vs. the Dragon Claw

The *monkey head talisman* was created by Hu Sen to aid individuals to quickly learn the fundamentals of martial arts, in particular the Mad Monkey style. The monkey head allows the individual to learn up to three special maneuvers per week while wearing the amulet, pro-

5739

vided that activity appropriate to the maneuvers is undertaken.

The individual will retain the knowledge of the *monkey head talisman* as long as the talisman is worn and for up to 24 hours after it is removed. As the character removes the talisman, he or she is aware that the knowledge will be lost unless the talisman is worn again in 24 hours.

The *monkey head talisman* is silver with jeweled eyes. As a particular skill or maneuver is learned, the eyes glow to show that the skill has been mastered.

of Orcas

XP Value: 5,000 **GP Value:** 25,000

The Throne of Bloodstone

This potent amulet was first devised by the liching Zhengyi. It makes the lich, and any other undead creature much tougher for a priest or paladin to turn. All turning attempts against the undead suffer a -6 penalty on the die roll.

of Pure Good

XP Value: 3,500 **GP Value:** 27,500

DUNGEON MASTER Guide

A high priest who possesses this item can cause a flaming crack to open at the feet of an evil priest. The intended victim will be swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and, if not exceptionally pure in thought and deed, the evil priest gains a saving throw vs. death.

A *talisman of pure good* has seven charges. It cannot be recharged. If a neutral priest touches one of these magical stones, he or she will suffer 7d4 points of damage. If an evil priest touches one, 12d4 points of damage are suffered. Only priests can be affected by the device.

of Rahasia

XP Value: 4,000 **GP Value:** 20,000

Rahasia

If the back of the pendant is inspected, the single word *RAHASIA* can be seen. When the holder of the talisman says "*RAHASIA*," an *invisible*, 60-foot circle is created. No evil magic works in this circle. Spells cast by evil beings in the circle automatically fail, but existing spell effects or permanent items used by evil beings still work if removed from the circle. The circle will temporarily negate curses for its area and duration. The circle lasts 10 rounds and moves with the holder of the talisman. The talisman will function three times before disappearing, theoretically *teleporting* to its rightful owner.

Sacred Bundle

XP Value: 30

GP Value: 150

Legends & Lore

A *sacred bundle* is a collection of 1d4+6 totemic items placed together in a pouch for the purpose of imbuing magical protection on the wearer. To create a *sacred bundle*, a warrior enters a trance (usually with the help of a shaman) and contacts his or her guardian spirit, asking for the spirit's help in creating the magical talisman. After carefully considering the warrior's personality and nature, the spirit selects 1d6+3 items that the warrior must collect. Usually, several of these items are difficult or dangerous to procure, such as a bear's claw, a giant snake's rattle, or a feather from the nest of an eagle.

After the items are collected, the warrior goes to the tribe's shaman and asks for help in mystically binding the materials together. The shaman asks the warrior to gather one last rare item. Almost always, the shaman chooses an item needed for performing shamanistic duties, and when the warrior procures it, takes part of the item for personal use.

Once all the items are assembled, the shaman performs a ceremony binding them into a sacred bundle, and from that point forward the warrior wears the bundle at all times. The *sacred bundle* bestows the following benefits upon the owner: +2 on all saving throws, the warrior is only surprised on a natural roll of 1, unarmored AC becomes 2, and one point is subtracted from each die of damage.

If the *sacred bundle* is ever removed from the warrior's body, all of its benefits permanently vanish, and he or she can never create another one. A *sacred bundle* never benefits anybody but the warrior who made it.

of the Sphere

XP Value: 1,000

GP Value: 10,000

DUNGEON MASTER Guide

This is a small adamantite loop and handle that is useless to nonwizards. Characters of any other class touching a talisman of this sort suffer 5d6 points of damage. When held by a wizard concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the Intelligence bonus percentage for control (2% per point of Intelligence from 13-15, 6% per point of Intelligence from 16-18).

If control is established by the wielder of a talisman, he or she only needs to check for continual control every other round thereafter. If control is not established, the sphere will move toward the wizard at maximum speed (MV 16). Note that a *wand of negation* will have no effect upon a *sphere of annihilation*, but if the wand is directed

5844

at the talisman it will negate its power of control as long as the wand is directed at it.

of the Statue

XP Value	GP Value
Crystal: 500	5,000
Iron: 1,300	13,000
Rock: 800	8,000

The Milenian Scepter

There are three varieties of this talisman, each corresponding to a different kind of living statue (crystal, iron, or rock). Each talisman looks like an inch tall statue, and is made of the same material as the living statue it affects (an *iron talisman* affects iron living statues, for example).

The wearer of the talisman can attempt to control one living statue of the appropriate type within 60 feet. The living statue is allowed a one-time saving throw vs. spell. If successful, that living statue can never be controlled by that talisman. If the save fails, the living statue must obey the commands of the wearer. It can be ordered to walk, attack, guard, and so forth. Once given a command, the wearer need not remain within 60 feet for the living statue to fulfill its duties. Once a talisman is "attuned" to a living statue (meaning the statue failed its saving throw), it cannot be used to control other living statues until the original statue is destroyed

of Tongues

XP Value: 3,500	GP Value: 32,500
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Old Empires

This medallion enables an individual to understand all languages both written and spoken, as a *tongues* or *comprehend languages* spell. The *talisman of tongues* also enables the wearer to speak these languages. Furthermore, it enables the wearer to *read magic* and *read Mulhorand magic*, at will.

Only one of these talismans is known to exist, since the priests of Thoth have been hunting and destroying them to prevent foreigners from being able to decipher the secrets of Mulhorandi magic.

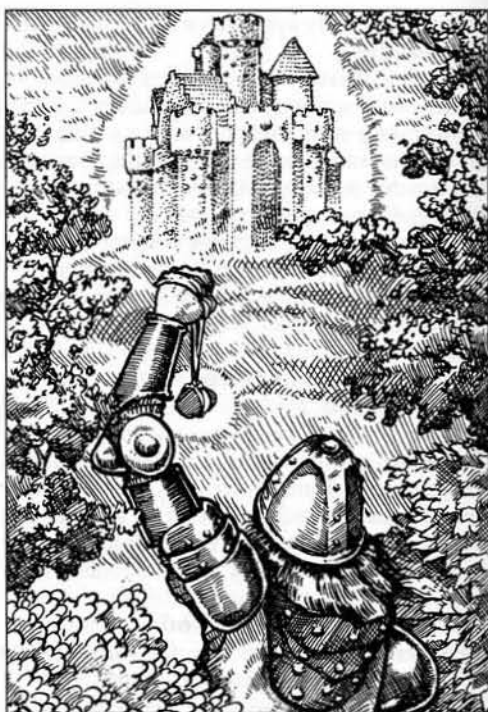
of Ultimate Evil

XP Value: 3,500	GP Value: 27,500
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DUNGEON MASTER Guide

This device looks like a *talisman of pure good* and is exactly its opposite in all respects. It has six charges.

In Ravenloft: Using this item requires a Ravenloft powers check.



of Zaggy

XP Value: 1,000	GP Value: 10,000
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DUNGEON MASTER Guide

A talisman of this sort appears exactly the same as a *stone controlling earth elementals*. Its powers are quite different, however, and are dependent upon the Charisma of the individual holding the talisman. Whenever a character touches a *talisman of Zaggy*, a reaction check is made as if the individual were meeting another creature. If a hostile reaction result is obtained, the talisman will act as a *stone of weight*, although discarding it or destroying it results only in 5d6 points of damage and the disappearance of the talisman.

If a neutral reaction results, the talisman will remain with the character for 5d6 hours, or until a *wish* is made upon it, whichever occurs first, and it will then disappear. If a friendly reaction result is obtained, the character will find it impossible to be rid of the talisman for as many months as the user has points of Charisma.

The device grants one *wish* for every six points of the character's Charisma. It will also grow warm and throb whenever its owner comes within 20 feet of a mechanical or magical trap. (If the talisman is not held, its warning heat and pulses will be of no avail.)

Regardless of which reaction result is obtained, when its time period expires, the talisman disappears. A base 10,000 gp diamond remains in its stead.

In a **DRAGONLANCE Campaign**: *The talisman of Zagy* is called the *talisman of Lunitari* on Ansalon.

Talon

See **Claw**

Tanglefoot

XP Value: 50

GP Value: 500

DRAGON Magazine 2

This small, synthetic fungoid rapidly expands to fill a 10- by 10-foot area with rubbery tentacles. It takes three turns to force through the mass, but a giant size creature takes only one. The tendrils dissipate harmlessly in one hour.

Tanglevine Root

XP Value: 400

GP Value: 2,000

Adventure Pack 1

These roots start to grow when exposed to body temperature, and sprout to form a barrier of writhing vines 10 feet wide. Any creature caught by one of these vines becomes *entangled* and must be cut free. It takes five rounds to cut someone free. Oil loosens the vines' grip and a victim may be freed in two rounds. Fire and alcohol kills and dissolves *tanglevines*.

Tapestry

Tapestries are thick wall hangings made from linen, wool, or other heavy materials. They are used to block drafts that whistle through badly constructed walls during winter, and to dampen unwanted sound. Tapestries in wealthy homes usually are ornamented with scenes of battle, portraits of leaders (both great and small), heroes and heroines, pets, and idyllic landscapes.

of Disease Warding

XP Value: 1,250

GP Value: 12,500

Tome of Magic

This is a 3-foot-square cotton tapestry bearing the image of a rainbow. When hung in a building of 10,000 square feet or less, it protects the occupants from nonmagical diseases. It has no effect on persons already suffering from diseases, but protects healthy characters from contracting contagious diseases ranging from common colds to deadly plagues. The tapestry offers no protection against any disease caused by magic or of a magical nature.

The *tapestry of disease warding* is subject to rips, fire, and other damage that could be sustained by a normal tapestry, although it is allowed a saving throw. Its magic is permanent only as long as it remains intact. The tapestry may be moved to a new location, but has no effect outdoors.

of Ekbir

XP Value: 1,250

GP Value: 12,500

GREYHAWK Adventures

This 10- by 15-foot woven tapestry displays a scene of a dark river in a bleak, rocky landscape. The tapestry was intended to be a *gate* from Ekbir to the lower planes for disposal of its worst criminals. It is rumored, however, that the tapestry actually opens into a previously undiscovered plane, and not one of the Lower Planes, although the landscape is bleak enough.

The command word causes a branch of the river to enter the Prime Material Plane. The water rushes out from the tapestry and forms a river 10 feet wide and 5 feet deep. It flows for 50 feet before vanishing back into the plane that it normally occupies. The river exists in the Prime Material Plane for three turns, and can only be summoned once a month. The water is brackish and evil-smelling, and the current is swift and strong.

A character who enters the river must make a Strength check or be swept along with the water. This check must be made every five rounds, or once per 10 feet of the river traveled by swimming, whichever comes first. A character who fails the check in the last 10 feet of the river is carried through the *gate* and into the land beyond. There is no return.

of Folded Existence

XP Value: 7,000

GP Value: 35,000

Assassin Mountain

These tapestries always show an interior space such as a palatial room, the cavern of a genie's hoard, or the interior of a ship. The viewer can enter or leave the magical room of a *tapestry of folded existence* simply by speaking a command word and walking into or out of the tapestry. With great detail, the threads of the tapestry depict everything (including people) brought into or out of it. They are generally used as treasuries, prisons, or workrooms.

These tapestries always measure at least 6 feet by 10 feet and are of the finest craftsmanship. They require at least two people to carry. The interior room can vary from 5,000 to 10,000 square feet. Creatures and items within a *tapestry of folded existence* require neither food nor drink and suffer no aging effects while they remain in the tapestry. These tapestries function only when placed on a wall or floor. They are *items of concealed wizardry* and cannot be discovered with *detect magic* spells.

of Rooms

XP Value: 6,000

GP Value: 30,000

Castle GREYHAWK

This tapestry is an amazing artifact that Voyeux stole from the tyrant of Elredd on Woolly Bay. The user of this tapestry can see any room (or relatively enclosed outdoor space) he or she has ever been in, just by mentally commanding the picture to appear. The point of view given is one that the viewer previously occupied. If all the viewer has done is to duck his or her head into the room and out again, the view is from the door of the room. If the viewer is very familiar with the room and has walked every inch of it, the viewpoint is any one desired.

Like many artifacts, this one has its drawbacks. In this case, it is a very subtle one. The viewer is ever more inclined to just sit on a couch or in a chair and watch the tapestry—forsaking any activity to watch what is going on in places where the viewer has been before.

The viewer has only the basest instinct remaining—the only time he or she will move is to obtain food. As soon as food is in hand, the victim races back to the tapestry, hoping not to have missed any of the activity. Even the food is not savored. It is just shoved into whatever eating orifice the viewer has and consumed without any real appreciation of its nature. It is said that Voyeux gained the artifact by poisoning the tyrant who had owned it.

Tart

Tarts are pastries made from flaky dough and baked until lightly brown. Both sweet and sour fruit stuffing is used in tarts, creating a tantalizing sensation on the tongue.

of Accusation

XP Value: 600

GP Value: 3,000

POLYHEDRON Newszine 23

These pastries are tempting, anyone seeing them must make a saving throw vs. spell or pick one up. They cannot be eaten; anyone attempting to do so will merely put the tart away in a pouch or other container (no saving throw). The *tarts* are *cursed*; anyone carrying a *tart* cannot hide in shadows, stay *invisible*, or otherwise remain unnoticed. A *remove curse* spell will cause the victim to eat the tart, requiring a saving throw vs. poison (or die). A *dispel evil* spell from a caster of at least 26th level will cause the *tart* to disappear.

of Enticement

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Newszine 23

These pastries appear and function as *tarts of accusation* in all respects, except for the reactions

of others. Anyone carrying a tart attracts the attention of monsters encountered; such beings will always try to attack the owner of the tart, regardless of reaction or Morale rolls. The tarts can be removed in the same manner as *tarts of accusation*.

of a Summer's Day

XP Value: 600

GP Value: 3,000

POLYHEDRON Newszine 23

These pastries, *tarts of a summer's day*, appear and function as *tarts of accusation* in all respects, but have no effect on others. The owner of a tart may, on command, cause stormy or cloudy weather to change, becoming a brightly lit summer's day in but one turn. This use causes the tart to disappear.

Tathlum

XP Value: 1,000

GP Value: 5,000

DEITIES & DEMIGODS Cyclopedia

This weapon of war with magical properties can be made by anyone of the Celtic religions. First, cut off the head of an enemy and coat it with lime from a lime pool in the former territory of the dead person, allowing several coats to dry to a rock hard ball. It takes one day to do each coat, and each coat takes one week to dry. When thrown at friends of the former owner, under bright sunshine, it has the effect of doing damage up to ¼ of the original hit points of the person hit. If the person hit is a relative of the head, ½ of the hit points are taken away. This weapon is usable only once.

Tea of the Zhakar

XP Value: 50

GP Value: 150

Dwarven Kingdoms of Krynn

The Zhakar are unique among dwarves in that they disdain potent drink. They prefer instead a watery tea made from a refined fungus powder, a drink that is poisonous to any nondwarf who samples a sip. Those who partake must successfully save vs. poison at +2, or collapse with 1d6 hours of gagging sickness.

Tea Set of Skill and Grace

XP Value: 1,500

GP Value: 2,000

DRAGON Magazine 126

This *tea set*, made of the finest materials, enables its owner to conduct a tea ceremony as if he or she had filled a slot with the tea-ceremony proficiency. Possession of the set adds +4 to the chances of attaining utter concentration while conducting the ceremony; this benefit is the same whether or not the character has regular proficiency in the tea ceremony. The same +4 bonus applies if the character uses the set when engaged

5861

in a contest. If the character used the set while learning the ceremony, he or she still has +2 on the chance of contest-winning and attainment of utter concentration without the set.

Telescope

Telescopes are made of two cylindrical pieces of finely-crafted metal that tightly fit within each other, but are free to slide in and out. The user peers through a lens in the smaller end, where another lens is fitted, toward the desired area of viewing. By adjusting the tubes in or out, the user can focus and see objects clearly, even at great distances. (See also **Scope**.)

of Fantastic Vision

XP Value: 1,500 **GP Value:** 7,500

DRAGON Magazine 179

This appears to be a *telescope of true vision* and functions as such for the first 1d4 times. After this, the telescope reveals fantastic and lurid scenes, often the opposite of what it truly there (for example, a merchant fleet appears to be a pirate squadron in the spyglass, a safe harbor as a monster-ridden mirage, an upcoming city as a dark domain of evil).

of True Vision

XP Value: 2,000 **GP Value:** 10,000

Land of Fate

This device appears as a normal spyglass bound in gold. It enables the viewer to see up to 50 times farther than normal (a character may see something at 5,000 feet as if at 100 feet) at distances of 50 feet or more. Upon speaking a command word, the spyglass functions as a *gem of seeing* for one round, revealing the true nature of what is viewed in the glass. The *telescope of true vision* has 20 charges at its full power. Its lens fractures and crumbles when the last charge is used.

Tent

A tent is portable shelter made of canvas or animal skins. Portable dwellings, tents appear to be rolls of fabric, and may be mistaken for rugs. A tent may be unfolded and erected for use by supporting it with poles and ropes. A small one-man tent (3 by 6 feet when erected) weighs only 5 pounds. The largest royal tents are made of several parts, weigh over 5,000 pounds total, and may cover an area 500 feet square. They require a large wooden or magical framework; the canvas is either hung from the framework or draped over it. The most common adventurers' tent has a 10-foot-square base, tapers to 8 feet square at a height of 7 feet, and has a peaked top; it is 10 feet tall overall. The tent is supported by wooden poles, has sleeping room for two plus a storage

area for other gear, and usually costs 25–50 gp.

The act of erecting a tent is called "pitching" it. The packing, cleaning, and other actions involved in taking down a tent are collectively known as "breaking camp." Pitching a tent usually takes one to two turns; breaking camp takes the same, plus 1d4 turns for packing other items, cleaning the area to avoid being tracked, and so forth.

Magical tents appear identical to ordinary ones but are always of the highest quality canvas. They cannot be damaged by nonmagical weapons; magic weapons and spells have standard effects, and normal or magical fire can destroy most tents in one turn. All magical tents have command words.

Roll Tent Type

01–10	Bell Tent
11–20	Bundle Tent
21–30	Large Tent
31–40	Pavilion
41–50	Pyramid Tent
51–60	Small Tent
61–70	Tepee
71–80	Wedge Tent
81–90	Wigwam
91–00	Yurt

of Captivity

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

This tent looks and functions like a *tent of luxury*. However, if the door is locked, there is a 25% chance it sticks shut. If the door sticks, the entrance to the tent cannot be opened by any means except a *wish*; those within the tent are forced to leave by the "back door" into the Ethereal Plane. The *tent of captivity* cannot replenish its supplies while it is occupied.

Dew

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

When pitched and left standing for one night, this tent attracts and collects morning dew on its surface and channels it into a collection pouch in one corner. The *dew tent* provides sufficient water for two humans and their mounts for one day, even in the desert and other arid regions.

of Luxury

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This tent appears identical on the outside to a standard size adventurer's tent. It is much larger inside, however, and opens into an extra-dimensional space. The tent pitches itself on command and can also be commanded (from the inside

5866

only) to lock itself (as a *wizard lock* from a 30th-level caster). The area within the tent is 120 feet square and contains supplies and accommodations for 10 humans and their mounts (horses or creatures of similar size) for one day. It contains comfortable silken beds, a stable, a large water basin, a food bush having fruits and tasty leaves, magical light that dims on command, a window through which the viewer can magically see the area around the tent (on the Prime Material Plane) from a point 10 feet above it, and a "back door" through which those in the tent can pass into the Ethereal Plane. The back door is very hard to find from the Ether (10% chance when using a *detect invisible* spell) and there is only a 1% chance every three hours (not cumulative) it will attract some Ethereal visitor. The back door cannot be locked and is best used as an emergency exit. If a *tent of luxury* is damaged while occupied, however, all living creatures within it are ejected into the Ethereal Plane. The tent's contents cannot be removed by any means. All the supplies replenish themselves every 12 hours, but the tent must be folded up and then repitched for this to occur.

Mist

XP Value: 2,000

GP Value: 10,000

Tome of Magic

A *mist tent* is contained in a small glass flask. Removing the stopper causes a stream of white mist to pour from the flask. One round later, the mist shapes itself into the form of a 10- by 12-foot tent with a single, open flap in the front. The stopper must be replaced in the flask as soon as the mist tent takes shape, or the tent will dissipate as described below.

The *mist tent* has the density of a cloud when unoccupied. When one or more characters enter the *mist tent*, the flap can be closed; from the inside, the flap has the density of canvas. From the inside, the walls and ceiling of a *mist tent* appear as opaque white mist, and the floor is transparent. Despite its appearance, the entire *mist tent* has the density of canvas once the flap is closed. When the flap is closed, the following effects occur:

- The *mist tent* and all occupants and items inside become *invisible* to all creatures outside the tent. A *detect invisibility* spell cast by a creature outside the tent will reveal it.
- The *mist tent* rises 10 feet off the ground; it continues to hover in place as long as the flap remains closed. The transparent floor allows occupants of the tent to clearly see the surrounding area. The floor of the *mist tent* can support 1,000 pounds without rupturing.



If the flap is opened, the *mist tent's* walls, floor, and ceiling instantly become visible to outsiders, appearing as a thin, white mist. Additionally, the mist tent slowly descends, landing gently on the ground. If the stopper is removed from the flask, the tent dissipates, returning to the flask in a stream of white mist; if the bottle is not stoppered immediately, the mist pours from the flask to form the *mist tent* again.

The *mist tent* is unharmed by any type of fire, but does not offer such protection to its occupants. The tent is susceptible to other forms of damage. It provides no more protection to its occupants than a normal canvas tent.

The *mist tent* has AC 10. If it sustains 10 points of damage, it dissipates in a shower of light and is permanently negated. If this occurs while it is hovering, all occupants plummet to the ground. If the *mist tent* sustains less than 10 points of damage, it can be returned to its flask, then rereleased; all damage repaired.

In Ravenloft: The use of this magical item can be very dangerous in Ravenloft. There is a minimum 5% chance that the land will use the tent like the mists of Ravenloft. If it is used within the mists themselves, the chances rise to 25%. The occupants are transported to some other location in the misty borders of Ravenloft. If the DM needs to keep the characters in their original domain, this new location is in that domain, just at a new place along the border.

5867

The mists have no compunction about transferring the tent to a place above a lake or into dangerous terrain.

Polychromatic

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This white tent can be commanded to change its color. Any single color can be named, or the tent can be commanded to *blend*. If so, it assumes the appearance of its surroundings—grainy and sand-colored in the desert, green and brown in the woods—camouflaged. The *polychromatic tent* is always white when not pitched.

Poor

XP Value: — **GP Value:** 400

The Book of Marvelous Magic

This tent appears to be a *polychromatic tent* in all respects. Each person who spends a night in the tent has a 25% chance of dreaming about some detail of events to occur the following day. If so, only certain creatures or areas are revealed; no results can be portrayed, as that would depend on too many variables. In return for the dream, the tent causes a gem, cash, or other item worth 100–600 gp to vanish during the night. The *poor tent* must be slept in for one full night to give the chance of dreaming.

of Shelter

XP Value: 1,000 **GP Value:** 5,000

Dragon Dawn

A *tent of shelter* looks like a small canvas tarp. When placed on the ground and the command word spoken, it forms into a shelter large enough for two people and up to 200 pounds of gear. At the entrance to the tent a small brazier of glowing coals appears for cooking and heating, and enough foodstuffs for a moderate meal. The tent provides no magical protection for its inhabitants.

of Standing

XP Value: 800 **GP Value:** 4,000

The Book of Marvelous Magic

This tent needs no poles or ropes and pitches itself when a command word is spoken. A second command causes it to collapse, but it cannot otherwise be taken down except by a *dispel magic* spell (treat as 30th-level magic) or a *wish*.

of Warning

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This tent looks and functions like the *polychromatic tent*. However, if a hostile creature approaches within 240 yards, the tent changes

color of its own accord once per round. The colors are usually bright and easily seen at long range and will probably attract nearby creatures.

X

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

This tent appears to be a *tent of dew*. However, its top bears a slight discoloration which is not visible except from the air and at a distance of 240 yards or more. The mark appears to be an "X" and may attract the attention of aerial passers-by (DM's choice of chances). The markings on the tent are visible to infravision and cannot be removed by any means.

Thorn of Sleep

XP Value: 100 **GP Value:** 500

The Complete Ranger's Handbook

The *thorn of sleep* looks like the thorn of a plant, about 3 inches long. It is dry and smooth to the touch. If pricked by the thorn, a creature must make a saving throw vs. paralyzation. Failure means the creature falls into a deep slumber. The creature will not awake until attacked or strongly roused. Noises, even those of battle, cannot awaken the sleeping creature. Each thorn can be used but once. Only 1d8 thorns can be found at any one time. A *thorn of sleep* can be projected by a blowgun.

Thread

Magical threads appear identical to balls of string or spun spindles, but careful examination reveals threads to be of finer material. To activate a thread's magic, it either must be unwound from the ball or spindle, touched against another magical item, or sewn into a piece of cloth.

of Aging

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

This item appears identical to a *ball of string*, but careful examination reveals it to be of finer material. It attunes itself to anyone who touches it. If the victim thereafter unwinds any of it, the unfortunate one *ages* one year for each inch unwound. Elves may ignore the effects of the first 200 years of *aging*; dwarves may ignore the first 50 years, and halflings the first 20 years. Otherwise, each 10 years of *aging* cost the victim 1 point of Constitution—the loss is permanent. A *wish* restores 1 point lost in this manner, but less powerful magic cannot affect the loss. Once the thread has attuned itself, it cannot be neutralized unless *remove curse* is cast upon it by a 36th-level caster; this makes the thread disappear along with all the victim's magical *aging*. Otherwise, the vic-

5875

tim must guard the thread carefully because, if it is unwound by any means or creature, the victim to whom the thread is attuned is affected. (See also **Ball, of String**).

of Commands

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This thread is identical to a *thread of aging*. However, if unwound and placed on any magical cloth, it sews itself into the form of the command words for that item. Ten inches of thread are needed for each command word. Once a word is sewn onto the item, the sewing disappears and cannot be seen unless *detect invisible* or similar spell effect is used.

of Embroidery

XP Value: 300 **GP Value:** 1,500

The Book of Marvelous Magic

This thread is identical to *thread of aging*. However, if placed upon any normal cloth, it sews itself in beautiful patterns, and 100 gp value may be added for every 10 inches of thread used. The ball of thread contains 1d100×10 inches of thread when found.

Throne

A throne is an ornate chair made of wood or stone. Magical thrones are quite powerful and all the details about them should be studied before adding a throne to a campaign. A throne is usually 8 feet high, 4 feet wide and with deep, plush furnishings and often ornately carved. Encumbrance is high, from 150 to 400 pounds or as given in the description.

of Death

XP Value: — **GP Value:** 4,000

The Book of Marvelous Magic

This throne appears identical to a *throne of power*, but any creature sitting upon it dies instantly. Ten percent of the time, however, it merely damages and ejects the victim, who is severely wounded (down to 1 point). The throne has no effect on any creature forced to sit upon it, only those who do so of their own free wills.

of the Gods

XP Value: 24,000 **GP Value:** 120,000

Eldritch Wizardry

This massive, gold-inlaid throne was crafted by an ancient race in honor of their gods. It is carved into the heart of a mountain and cannot be moved, not even magically because it is still a part of the mountain. Anyone seated on the throne receives at best one item of magic, but can only be a recipient once. Also, anyone who sits on the throne

can use and is subject to the powers of the throne. It has the following abilities and penalties:

- *Clairvoyance*
- *Telekinesis*
- *Speak with dead*
- *Read magic*
- *Death* spell twice per day
- *Charm monster* with -3 on saving throw twice a day.
- *Teleport* twice per day
- Relic gives off a gas that renders all within 30 feet unconscious for two hours (use saving throw for poison).
- Locates treasure as follows (select one):
 1. Silver, gold within 90 feet
 2. Gems within 60 feet
 3. Magic within 10 feet
- Has the power of a *gem of seeing* when held by the owner.
- User may *raise dead* fully, once a day.

of the Gods II

XP Value: — **GP Value:** —

Book of Artifacts

The *throne of the gods* is an ornate chair, large enough to seat a storm giant. Scintillating gems and mosaics adorn its arms, back, and legs. The throne itself protrudes from the rear wall of a cavern, 100 yards in diameter and sits upon a floor of billowing clouds.

When the gods created the multiverse, they needed a way to communicate with mortals on the many planes, so they merged their powers and created the throne. The wondrous chair exists on all planes simultaneously, and it can be used by any god. Its existence has long since drifted into the legends of many planes, but it is the one on the Prime Material Plane that is discussed here.

On occasion, an individual strives to preserve and protect the gods' throne, but over the years most of them have banded together into a small, fanatical cult called the Seekers. In their quest for the throne, the Seekers have dispatched emissaries throughout the lands, seeking signs of the artifact in ancient religious texts. Many of these tomes describe a divine throne located at the center of a mighty mountain, but as the religions share no common geographical location, the Seekers believe the throne moves about in a manner that is baffling to mortals.

On rare occasions, mortals have found the throne, and Randy the Bold was one of them. In a mountain reputed to hold great treasure, Randy's party fought many battles in twisting tunnels for many months. Randy was the only one to find the throne room, but he was tired, bleeding from many wounds, and oblivious to his surroundings. He rested upon the huge throne,

5880



unaware of its true nature, wondering how he might be strong enough to escape, when he was engulfed in a bright, blue glow. Randyl leaped from the seat and watched in amazement as his arms, chest, and legs expanded with bulging muscles. Not understanding what had transpired, Randyl fled the room and escaped the mountain.

Years later, the Seekers heard of Randyl's exploit and sent the wizard Zatar to question him about it. Although the Seekers normally collected information about the throne to prevent power-hungry despots from finding it, Randyl's tale sparked a flash of greed within Zatar; he was overwhelmed by the unlimited magical abilities that might be his.

Secretly Zatar put together an expedition, and after many long months of searching and many great perils, Zatar and his company found the throne. Greedily he approached it, climbed upon the mighty seat, and sat there, running his hands over the treasures that protruded through the ivory and gold mosaics. Suddenly, an eerie blue glow radiated from the throne, engulfing the wizard and blinding his companions. When the light receded, the party found a crumpled, whimpering figure on the throne. Zatar, now a babbling idiot, attacked his companions, who killed him in self-defense and quickly departed.

The *throne of the gods* is an artifact designed for high-level parties. While any character can sit on the throne, the trick lies in deciding how the

artifact will react. If and when a character sits upon the throne, the DM should instruct the player to declare what his character is thinking. The PC's response determines the invoked power or subsequent curse.

One possible adventure might find the party in a dying village. Approached by an elderly shaman, they are told of a mighty wizard who destroyed their holy idol. Ever since its destruction, the village has been slowly wasting away.

Unable to face the rigors of the journey himself, the shaman gives the PCs a drawing of an idol. He tells the PCs that they must seek a mighty throne, which lies deep within a nearby mountain, sit upon the chair while staring at the picture, and then think only of the idol. The shaman warns the party that thinking of anything else will unleash the fury of the gods upon them all.

Finding the chamber in which the throne lies is stuff for an excellent adventure in itself, but the addition of a powerful band of Seekers that zealously attempts to prevent the party from achieving its goal will spice up the scenario nicely.

Constant Powers: An *antimagic shell* radiates from the base of the throne and fills the entire chamber—only the throne is unaffected.

Invoked Powers: A character sitting upon the throne with a clear, concise desire in mind has an 85% chance that the throne will fulfill that request. The throne reads the character's desire and responds to it within one round.

A single prime attribute score can be raised up to 3 points (not to exceed 20 points) if a PC requests it. The player must speak in character, (a character cannot say "I want my Strength score to improve." Rather, "I want to fight with the endurance of a giant," (increasing Constitution) or "I want to be as strong as a giant" (increasing Strength). Similarly, experience levels can be raised to within 1 point of the next level, but the request should center on the character desiring to be better in his or her class.

A magical item also may be granted to a character on the throne PCs requesting any item with variable bonuses receive a +1 magical version of the item. Others who desire a more potent version of an item they already possess add +1 to it (to a maximum of +3). Obviously, the exact item should be clearly visualized within the character's mind.

Curse: The gods are offended when mere mortals use the *throne of the gods*, even if they have humble intentions. Normally, the throne grants 85% of reasonable requests. If the request is not granted, the gods were displeased for some unknown reason. The character suffers instead (determine randomly): a -1 cursed item, -1 to all

5880

prime attributes, or is *teleported* 10 miles away.

Any character daring the throne for a second try immediately incurs a wrath to match the folly (listed below). Those foolish enough to attempt a third try instantly find themselves alone, in a face to face combat with a random god on its home plane.

- A character desiring godlike powers has all prime attributes reduced by 2.
- If the character wants a magical item or device belonging to a god, an item buried in the throne, or a second magical item, the god grants the desire with a twist: The character receives a -4 version that appears to be the item requested if analyzed by any and all means.
- Should something not listed under Invoked Powers be desired, the character is *teleported* in a random direction to some location 1d100 miles away.
- Lacking a clear, concise desire in mind finds the character entirely at the mercy of the gods. One of the three above fates should either be hand-selected or randomly determined.

Suggested Means of Destruction:

- Force any major power, under pain of death, to unmake the throne
- *Wish* it had never been built 1,000 times.
- Dissolve the *entire* mountain currently housing the throne, using 1,000 *transmute rock to mud* spells cast by fiends.

Hlidskialf

XP Value: 12,000 **GP Value:** 60,000

Gods, Demigods, & Heroes

Hlidskialf is Odin's avatar's magical *all-seeing throne*. Treat as an unlimited duration *crystal ball with clairvoyance*.

of Incineration

XP Value: — **GP Value:** 3,000

The Book of Marvelous Magic

This throne is identical to a *throne of power*. When a creature sits on it, the usual saving throw is required; failure, however, causes the victim to catch fire, taking 40 points of fire damage per round (no protections or saving throws apply) until dead. The fire can be quenched only by a *wish*, and the victim cannot get up from the throne unless this remedy is applied. The remains of the victim burn completely, leaving only ashes.

If the saving throw is successful, the lucky victim is ejected from the throne immediately, and a loud laughing sound emanates from it. This noise attracts the attention of all creatures

within 120 feet who usually come to investigate. The throne has no effect on any creature forced to sit upon it, only those who choose to do so of their own free will.

of Power

XP Value: 4,000

GP Value: 20,000

The Book of Marvelous Magic

This large chair is made of wood, metal, and stone and adorned by 100 gems. If any creature voluntarily sits on the throne, the daring soul must make a saving throw vs. spell with a -4 penalty to the roll. Those of royal (not merely noble) birth have no penalty to the saving throw and instead gains a +2 bonus. No other adjustments of any type, magical or otherwise, apply to the saving throw; the "base" saving throw for the class and level of the user is always applied.

If the saving throw fails, the victim and carried equipment are instantly *transported* to an unoccupied room or corridor in the deepest part of the deepest dungeon on the planet. If the victim attempts to return to the throne by use of a *teleport* or *dimension door* effect or spell (regardless of elapsed time between the ejection and the attempted return), the throne immediately *transports* the victim in the same manner.

If the saving throw is successful, the user is not *transported* and may remain and use the throne properly. The throne may be used by any race or class and telepathically instructs the successful user about all command words, spell powers, charges, and the proper use of each. The throne can produce the following spells, each once a day, as if cast by a 30th-level wizard: *charm person*, *detect magic*, *detect evil*, *detect invisible*, *hold person*, *protection from evil* 10' radius, *dimension door*, and *remove curse*. All magical effects are gained or directed by the user. In addition, while seated on the throne, the user's charisma is 18.

The throne grants 500 charges to the user and disappears when they are spent; each spell cast from the throne drains one charge. The throne also disappears after 1,001 days, regardless of charges used. Any person of royal birth may use the throne with unlimited charges, but it still disappears in 1,001 days. The day on which the saving throw is made is counted as day one.

The throne is immune to all attacks and damage except the physical act of prying a stone loose, and this is difficult (roll 1d8, 1 indicates success). The 100 gems are worth 50 gp each, but if even one is removed, the throne loses its power forever. Magical attempts at loosening stones have no effect.

The throne cannot be moved except on command of the user after the initial saving throw is

5883

made. The throne cannot be carried but *teleports* on command with no chance of error as long as the destination is well known to the user. It *teleports* only while the user sits in it and only four times during the 1,001 days.

of Summoning

XP Value: 2,000

GP Value: 10,000

The Book of Marvelous Magic

This throne is exactly like a *throne of power*, but no saving throw is required to sit upon it. Instead, a 36th-level spellcaster is *summoned*, who appears within 120 feet and in sight of the throne at the point most convenient for the wizard. This powerful wizard is of the same alignment as the throne user. He solemnly intones, "I am commanded to serve you once," and then disappears. The user of the throne is then immediately ejected. When the user sits upon it again, the throne *summons* the wizard, who is enraged at being *summoned* unless some quite excellent reason is immediately given. If the wizard is not a player character, he or she has all due spells memorized and ready. The impending death of the user is sufficient reason for *summoning*, but if a reasonable chance of survival exists, or if the user merely lacks courage or foresight, the wizard directs most attacks at the user of the throne.

of Transformation

XP Value: 13,000

GP Value: 65,000

Crown of Ancient Glory

This bizarre artifact is a special item in the possession of Ala, the Seawitch of Narvendul. With use of the proper command words, anyone sitting in the chair is transformed (*polymorphed*) into an ocean osprey, a young girl, an old man, an old woman, a gaseous form, or a wolf. The transformation is purely physical and the user (victim) retains his or her own personality and character traits. In the case of animals, though, speech is not possible.

By returning to the throne, the individual is able to return to his or her former condition. The chair can only function once per day, rendering one change only.

If a character takes the throne without employing the appropriate command words, the transformation occurs in a random fashion. Without the proper command words, only *remove curse*, followed by *wish*, can restore a person to his or her natural state. *Polymorph* spells cannot transform victims of the throne.

Throwing Stars

(Shuriken)

Shuriken are small throwing weapons. They come in many sizes and shapes, the most common bear

the shapes of stars or spikes. Stars have three or more razor-edged points, ensuring that at least one will strike the victim when thrown. They come in a variety of sizes (here divided into small and large). Spikes are large pins, tapering to sharp points. Both are thrown by hand and have a limited range. Shuriken are easily concealed; they can be hidden in folds of clothing or tucked in sashes. Spikes can even be worn in the hair.

Magical *shuriken*, of course, possess a variety of other talents.

Roll Star Type

01-10	Caltrop
11-20	Chatkcha
21-30	Large Shuriken
31-40	Shaken
41-50	Shuriken
51-60	Slashdisk
61-70	Small Shuriken
71-80	Tetsu-Bishi
81-90	Throwing Spike
91-00	Throwing Star

of Ojy-Do

XP Value: 1,000

GP Value: 10,000

Kara-Tur

The ninjas of Ojy-do, also known as the Fangs of Night, have magical *shuriken*, stars made of stone that always hit their mark. The victim must save vs. death magic or fall unconscious for one full turn. Whether the saving throw fails or succeeds, the victim suffers 2d4 points of damage. These *shuriken* are carried by the five highest-ranking warriors in the clan.

of Returning

XP Value: 1,000

GP Value: 5,000

New Item

If thrown and the attack misses, these *shuriken* always return to the owner at the end of the following round. If a *shuriken of returning* strikes a target, it lodges itself into the target and cannot return.

Timberbane's Clockwork Chopper-Ripper

XP Value

GP Value

Copies: 300

1,800

Original: 2,500

15,000

New Item

This unusual tool looks like a small chainsaw made of iron and wood bolted together. A winding crank (cord and handle) juts out from the side of the gear box. The gearbox contains an ingenious spring-loaded mechanism driving the chainsaw. A famous tinker gnome by the name of

5888

Springol Timberbane created the original device. His creation was equivalent to a magical +3, *treant-slayer* weapon. (By *treant*, understand all manners of "living" trees.) Timberbane earned his notoriety from the chaotic architecture of the wooden palaces he built. The values for both the original device and nonmagical copies are given above.

The clockwork chopper-ripper can be used as a two-handed weapon requiring to be held by its two handles. Over a period of several successful attacks, the weapon can deliver up to 40 points of cutting damage (not including damage bonuses due to magical enchantments) after which it must be rewound. Each round of rewinding resets the spring for 1d12 points.

The weapon inflicts 2d4+2 points of damage against small or medium foes, or 2d6+2 against large foes, and has a speed factor of 8. Against wood, the weapon inflicts another 10 points of damage, which does *not* count against the 40 points limitation of the spring motor. It is considered a medium size weapon weighing about 10 lbs. Strength adjustments only apply to Attack Rolls (not damage). The weapon is totally ineffective against rock or metal over 1/2 inch thick. It requires a weapon proficiency to be used in combat, and falls in the weapon category of short swords to determine the races or character classes that can use it.

Natural scores of 1-2 on an Attack Roll cause the gears to jam (must roll every time it is used, even against inanimate objects like trees or doors). The weapon itself is AC0 and can take up to 30 points of physical bashing before it's beyond repair. Jams or damage can be fixed after combat with a successful proficiency check and an hour of gnomish tinkering. Add an hour of tinkering for each failed check. The *clockwork chopper-ripper* comes with a safety lock and a leather sheath for transport, but no warranty.

Timepiece of Klorr

XP Value: —

GP Value: —

Forbidden Lore

This unusual pocket watch was brought into Ravenloft from an unknown world more than 200 years ago. Since that time, it has proven itself to be an instrument of great power and great evil. Indeed, few who have ever learned of its existence without owning it for themselves have lived long enough to pass on the story of its wondrous nature.

Description: The *timepiece of Klorr* is crafted of an unusual alloy of gold, silver, and bronze. It is circular in shape, roughly 2 1/2 inches in diameter, with a hinged lid that snaps down to protect the face of the watch when it is put away. The

timepiece hangs from a slender chain, fashioned from the same indestructible alloy as the watch itself.

The metal from which the watch was made does not tarnish and cannot be harmed by any known force. Thus, the watch looks today just as it did when it was first created. Indeed, there is some evidence to indicate that the watch has actually become brighter and better polished over the years, although this might be an error caused by the sparsity of accounts of its existence.

The casing itself is ornate and carved with many dark and sinister forms. Numerous shapes resemble the twisting and writhing figures of tormented souls, while others are clearly those of the fiends that torment them through all eternity. The hinges on the lid and the clasp that secure the cover when it is down are fashioned in the image of skeletal claws.

When the cover is opened, the face of the watch is revealed. It is white in color—clearly some form of crystal—although its exact composition is unknown. A glass lens covers the face, but like the rest of the watch, it appears to be impervious to any manner of damage. The face is numbered, in an ornate script, from 1 to 13. The movement of the hands is sharp and steady, producing an audible click with the passing of each second. Mysteriously, the hands never seem to pass between the hours of 12 and 13. Even if one watches the face of the timepiece carefully, the hands seem to click from 12:59 to 1:00.

If opened in darkness, the white crystal of the face emits a soft glow so that the time may be easily read. No form of magical *darkness* can prevent the holder from seeing the illuminated dial, although it cannot be used to shed light upon surrounding objects in such a situation. That this effect is magical cannot be disputed, for at least one person who was wholly blind is said to have looked upon the face of the watch and saw it quite clearly. It is said that even a blindfold or similar obstruction cannot prevent the watch's owner from gazing upon its face.

The back of the watch is set with an inscription that is unreadable unless viewed with a *read magic* spell. When this is done, however, the following verse becomes clear:

*By my power the sands are stayed,
The hour of death is long delayed,
The grip of time can be unmade,
But beware the price that's paid.*

History: The timepiece was created some 350 years ago by Klorr, a watchmaker in a strange, mysterious, and nameless land. Klorr had always been fascinated by clocks and timepieces of

5889



every description. In fact, his love for these objects had passed the bounds of any reasonable man and had become nothing short of an obsession. His whole home was filled with all manner of timepieces, each kept in perfect working order and synchronized so that they differed from each other by not so much as a second. It is said that the cacophony of an hour chiming in Klorr's shop was nearly enough to drive a man mad. Indeed, perhaps that accounts for the creation of this twisted chronometer.

As Klorr grew older, he came to realize that there was one timepiece in his home that he could not regulate or control: the beating of his own heart. He was reminded of this his entire waking life, for the throbbing in his chest seemed never to be in synchronization with the staccato clicking of the gears and springs of his countless clocks. It may be that this drove him mad, for he vowed that he would not permit his own heart to betray the perfect rhythms of his many timepieces.

Klorr spent years researching the magical powers that he would employ to create his next watch. He sought out a race of master metalworkers and begged them to teach him the secrets of their craft so that he might manufacture the watch from a metal that no earthly hand could damage. He pursued the foul and accursed magic of the necromancer and sought to gain knowledge over the functioning of the living heart so that he might

learn to pace it with a timepiece. Eventually, he explored the extradimensional magic of the Outer Planes and sought the guidance of a diabolical presence there to aid him in the last stages of his efforts.

When Klorr had completed the construction of his pocket watch, he found that it did indeed control the beating of his own heart. With every rumble of his pulse in his ears, the hands snapped forward and a sharp tick would split the air.

Much to his own despair, however, he found that the watch seemed to control the beating of his heart to an even greater extent than he had intended. Indeed, it soon became clear to him that if the watch were not wound each day, if it were allowed to slow and stop, his heart would match its gradual paralysis. In the end, when the watch stopped, so would his heart. He seemed to have stopped aging as well. He needed no food, no drink, and the passing of the years meant nothing to him. The watch was the master of his fate now, not the fleeting fancies of time and many fates of the universe.

Whenever he used the watch to invoke one of its magical effects, he found that a third hand appeared on its face. This hand would begin to tick off the seconds between the 12th and 13th hour on the clock's face. Before that hour had passed, he was forced to kill someone in order to satisfy the hunger of the timepiece. He soon found that he was unable to resist the urge to use the watch's magic, despite his desire not to do so. He also learned that the hunger of the watch was directly related to the exact power that he employed and the vitality of the person killed.

Eventually, Klorr found himself unable to hold out against the overwhelming magic of the watch. He became locked in a cycle of killings. Each time he hunted, he would use the powers of the watch. This would, in turn, compel him to kill again. This vicious cycle became the pattern of his life.

Powers: The *timepiece of Klorr* gives its holder many great powers, each of which can be used as often as desired. As soon as one is employed, however, the third hand appears on the face and the watch begins to count off the seconds of an hour. If it has not been able to absorb sufficient life energy to satisfy its hunger by the end of that hour, it will drain the energy of the holder, utterly and irrevocably destroying the unfortunate victim. Nothing, not even a *wish* spell, can restore life to one slain in this manner.

Each time that one of the watch's powers is used, the holder of the *timepiece of Klorr* is moved to seek out and kill others of its race. The

number of people that must be slain is determined by the power required to invoke a given spell effect. Each power of the watch is followed with a parenthetical number that indicates the number of levels of life energy that the watch must drain. Thus, if it were used to invoke a *featherfall* (1) spell and then a *haste* (3) spell by an elf, the owner would have to seek out and kill four 1st- (or 0-) level elves, two 2nd-level elves, or some other combination that would total four levels. The use of any of the watch's spells or spell-like abilities precludes taking another action in the same round.

The magical spells that are available to the holder of the timepiece are as follows: *featherfall* (1), *feign death* (3), *haste* (3), *hold person* (3), *hold undead* (3), *slow* (3), *extension I* (4), *distance distortion* (5), *extension II* (5), *hold monster* (5), *extension III* (6), *temporal stasis* (9), and *time stop* (9). All of these spells function as described in the *PH*.

In addition to its general magical abilities, the watch has several unique powers. As with the spell abilities, each of these has a cost associated with it.

Successful Saving Throws (3): Anyone holding the watch automatically succeeds on any saving throw that he or she is called upon to roll. This requires no thought on the part of the watch's holder, it just happens. In fact, the holder of the watch cannot even opt to fail a saving throw. If the person holding the watch has not yet been bound to it, the use of this ability links that person to the *timepiece of Klorr*. This is the only power of the watch that does not count as an action for the holder. The only exception to this ability is the saving throw required to discard the watch, as detailed below.

Heal Damage (5): At any time, the watch may be called upon to *heal damage* that its holder has taken. When this is done, the effect is similar to that of a *cure critical wounds* priest spell, save that it can only be used on the keeper of the timepiece.

Perfect Time (0): This ability of the *timepiece of Klorr* is an element of its nature and need not be invoked or "paid for" by the user. Nothing can upset the watch's ability to keep perfect track of the passage of time. Even if it and its owner are placed in a state of temporal stasis, the watch keeps working. No known force can cause the timepiece to lose so much as a second.

Visibility (0): Another side effect of the watch's existence is the fact that its face cannot be hidden from its owner. So long as one is able to flip open the cover to reveal the watch's face, no magical or physical blindness or obstruction can prevent the owner from looking upon it and

knowing the exact time. As with the previous power, this one is free of any obligation on the part of the holder.

The Curse: The watch has no power over someone until one of its abilities is used. This might be any of the spells or magical powers except for *perfect time* and *visibility*. Even the automatic power to successfully roll saving throws counts as a deliberate use, although the holder of the watch does not actually invoke this ability.

Upon using one of the watch's abilities, the holder becomes bound to it. From that point on, the individual's heart beats at a perfect 60 beats per minute. Like the watch, the heart has become a perfect timepiece.

Once bound to the watch, the holder must personally kill the people required to repay the *timepiece of Klorr* for any used powers. If the owner fails in this effort, the watch claims the owner as victim instead.

The *timepiece of Klorr* is a very difficult burden to rid oneself of, for once it has been taken up, the only time that an individual can attempt to discard it is when the watch's hunger has been sated. That is, when the third hand is not showing and the owner of the watch is not under an obligation to claim another victim.

At this time, a *remove curse* or similar spell has a chance of breaking the watch's bond to its owner. When the spell is cast, the recipient must roll a saving throw vs. spell. If the roll succeeds, the watch may be discarded simply by putting it down and walking away from it. Other, more dramatic methods include sealing it in an iron box and casting it into the sea, tossing it into a volcano, or anything else that might satisfy the former owner that the *timepiece of Klorr* has been destroyed.

Of course, the timepiece cannot be so easily unmade. Those who granted Klorr the ability to create this great artifact will allow nothing so simple to destroy it. It is rumored that only the fires of the Outer Planes can cause the timepiece to be reduced to the elemental evil from which it was forged.

Tome

Books, Librams, Manuals, Spellbooks, and Tomes

In the AD&D game system, each of these terms has a unique definition:

Books may be used only by *priests* and sometimes raise a specific character statistic.

Librams are books used only by *wizards*, and occasionally boost stats.

Manuals may be used by both *fighters* and

thieves, and some include boosts to stats.

Spellbooks contain spells and surprises. Most are restricted to priests and wizards, but a few may be used by any class.

Tomes may be used by *all classes* and some grant boosts to stats.

All magical books, librams, manuals, and tomes appear to be normal works of arcane lore. Each is indistinguishable from others by visual examination or by magical detection.

A *wish* spell can identify or classify a magical work. Other spells, notably *alter reality*, *commune*, *contact higher planes*, *limited wish*, and *true seeing* are useless. A *wish* reveals the general contents of a book, telling what classes or characteristics are most affected (not necessarily benefitted) by the work. A second *wish* is required to determine the book's exact contents.

After being studied by a character, most magical works vanish forever. However, one that is not beneficial to the reader may become attached to the character, and he or she is unable to get rid of it. If the work benefits another character alignment, the owner is geased to conceal and guard it. The DM should exercise judgment and imagination when deciding exactly how these items are to be treated.

of Bodily Health

XP Value: 5,000 **GP Value:** 50,000

DUNGEON MASTER Guide

The metal-bound *Manual of Bodily Health* appears to be an arcane, rare, but nonmagical book. If a *detect magic* spell is cast upon it, the manual will radiate an aura of magic. Any character who reads the work (24 hours of time over 3–5 days) will know how to increase his or her Constitution by 1 point—this involves a special dietary regimen and breathing exercises over a one-month period. The book disappears immediately upon completion of its contents.

The point of Constitution is gained only after the prescribed regimen is followed. In three months the knowledge of the secrets to bodily health will be forgotten. The knowledge cannot be articulated or recorded by the reader. The tome will not be useful to any character a second time, nor is more than one character able to benefit from a single copy.

Canon of Changes

XP Value: 24,000 **GP Value:** 120,000

Gods, Demigods, & Heroes

The *Canon of Changes* is book of the gods that deals with redistribution of matter and motion. It allows the reader to create any nonmagical object.

Canon of Changes II

XP Value: 24,000

GP Value: 120,000

Legends & Lore

This book allows the reader to draw on the mystic Oneness of the universe to change the nature of matter to fulfill his own desires. Essentially, any nonliving object weighing up to 50 pounds can be converted into any, nonliving, nonmagical object of similar mass.

If used in conjunction with the *Analects of Magic* (see **Libram**), the conversion can be done with up to 500 pounds of mass. In addition, the object may be converted into a magical weapon, armor, or shield with a bonus of up to +5, with one power based on any wizard or priest spell of up to 5th-level. Alternatively, the object could be converted into any monster of up to 10-HD.

Only a being of at least 18 Constitution and 18 Wisdom can read this book. Even for beings powerful enough to employ the tome, it requires 72 hours of constant reading before he can execute the change, and he forgets everything he has learned from the book after the transformation is completed. A being may read the book as many times as he wishes, but he loses 1 point of Constitution each time he uses the knowledge gained from it.

Any being who attempts to use this book while lacking the proper Constitution or Wisdom permanently loses 1d6 points of Constitution. This book may not be used to alter living beings, attribute scores, or to create magic items except as described above.

of Clear Thought

XP Value: 8,000

GP Value: 48,000

DUNGEON MASTER Guide

A work of this nature is indistinguishable from any normal book. Any single character who reads a *Tome of Clear Thought* will be able to practice mental exercises that will increase his Intelligence by one point. Reading a work of this nature takes 48 hours time over six days, and immediately thereafter the book disappears.

The reader must begin a program of concentration and mental disciplines within one week of reading the tome. After a month of such exercise, Intelligence goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a *Tome of Clear Thought* will be of no benefit to the character.

of Dogmatic Methods

XP Value: —

GP Value: 5,000

Tome of Magic

This silver-bound book, studded with jewels, appears to be a tome of considerable value. The book is actually cursed, although this is not

5894

immediately obvious. The manual has the power to provide advice on any action that its owner might consider taking. The owner needs only open to any page in the book, and there before him will be a list of actions, most of them ritualistic in nature, to insure the success of any project.

The first time the book is used, the owner is suddenly struck with the idea that he or she now owns a source of information that can give valuable advice on any matter. It becomes a guide for life. The owner will not share the book or let anyone take it away. If anyone tries to remove it, the character will fight to keep the book.

Following the first use of the book, the owner cannot do anything without first checking the book. The information in the tome is completely worthless, but the owner of the book does not realize this. The pages in the manual change constantly, offering its owner an obscure (and usually ridiculous) ritual to perform before doing anything. Thus, if a character is about to go into battle, he might check the book and find several exercises he should undertake to loosen his muscles. If he is going to speak to a duke, he might find instructions for the color of his clothing according to the day of the year and the time of day of the meeting. If he or she is going to pray for a spell, there may be six pages of cleansing rituals that should be performed first.

The manual's instructions are almost never harmful, but they might delay the owner's actions at a crucial moment.

Whenever a character is in a situation that requires hasty action (for example, he is attacked), the book will delay its owner by 1d8 rounds. If the owner is preparing for a lengthy activity (a long trip, for example), he or she will be busy for 1d4 days getting ready for the event. The DM should be creative in detailing the tasks the owner must perform before comfortably committing him or herself to a goal.

The compulsion to follow the manual's instructions can be ended with a *remove curse* spell. Following this, the next person to open the book becomes its new owner. If an owner should die, the book becomes the property of the next person to open its cover.

If possible, the DM should hint that the character is actually gaining bonuses for using the book, while allowing the other characters in the group to figure out the effects for themselves.

of Dogmatic Methods II

XP Value: — **GP Value:** 5,000

1992 Fantasy Collector Card 625

This silver bound, gem-studded book has the power to provide advice on any action that its owner might consider taking. Opened to any

page, a list of actions, most of them highly ritualistic, appears to insure the success of any action. The owner immediately forms a dependence upon the book, and refers to it before taking even the most mundane actions. The book recommends extremely time consuming operations. Furthermore, the owner will not share the book with anyone and will fight to keep it. A *remove curse* spell, or similar magic, is required to neutralize its effects.



E'soa Ho-chi

XP Value: 6,500 **GP Value:** 65,000

Kara-Tur

E'soa Ho-chi, "the Herald," was given to the lamas of Ko'Chung by Mei Lung as a chronicle to verify history in case the dragon had an unforeseen accident. The tome is very large and thick and it is always open, with writing on the right side and unfinished script appearing magically on the left. A lama must stand vigil and turn the page to keep the magic flowing, but anyone might do the job. This book records history as the events unfold. The person who turns the page can direct the book's recounting of current events to the people and places about which the reader wishes to learn, or he could read the book's reports on the important events of Kara-Tur as decided by the book. Occasionally, mentions of the western barbarians appear on the pages. *The herald* weighs more than one man can lift and is adorned

5896

in gold and blue and green jades.

Clearly, this is a very powerful instrument of the magical Celestial Heavens. The guards are fanatical about its safety, willing to die protecting it. Should it be stolen, all of Tabot (along with interested parties of T'u Lung and Shou Lung) would seek the tome. Some would seek to return it to the Gompa. Others would only want it for their own use. Once word of the theft was out, there would be virtually no peace for the thieves.

of the Fool

XP Value: 8,000

GP Value: 40,000

DRAGON Magazine 134

This book is a 9"×12" leather bound book of approximately 100 pages. The *Tome of the Fool* radiates a hot-pink glow that is visible for up to 100 yards around. By careful study of this tome over one month, a jester may gain enough experience points to achieve the midpoint of the next level of experience. The tome works only once before disappearing, and that jester may never again use any tome of this sort. Any person other than a jester who reads this book immediately becomes a jester of 1st level (no saving throw allowed).

of Gainful Exercise

XP Value: 5,000

GP Value: 50,000

DUNGEON MASTER Guide

This work is similar to the *Manual of Bodily Health*, but its reading and prescribed courses of action will result in the addition of 1 point to the reader's Strength.

of Garden Flowers

XP Value: 1,500

GP Value: 8,500

DRAGON Magazine 30

Anyone reading the *Book of Garden Flowers* is immediately able to identify all garden flowers and plants from a seed, leaf, or blossom.

of Glowing Pages*

XP Value: +2,000

GP Value: +10,000

Baltron's Beacon

The pages of this book magically glow when touched for easy reading.

Herald of Mei Lung

XP Value: —

GP Value: —

Book of Artifacts

The *Herald of Mei Lung* is a large tome, roughly the size of a small shield and 6 inches thick, but is otherwise of nondescript appearance. Its pages are of the thinnest paper and each is covered in an elaborate script penned in golden ink. The language is unknown to any who view it, but can be

read with the aid of a *comprehend languages* spell.

At the birth of the world, the great and wise dragon Mei Lung was given the task of recording all that has, is, or will transpire in the world. Supposedly, should the great dragon fail in his duties, the universe would end. To prevent this dire fate from occurring, Mei Lung created the *Herald*.

Mei Lung was not merely satisfied to create the *Herald*, although many would view this as protection enough. Aware that disaster might befall not just him but his entire household (for dragons of that far eastern land lived in a style much different from the wyrms of the west), Mei Lung entrusted the magical volume to a sect of isolated and devout monks far away in the fastness of the highest mountains of the world. There the book has ever been, watched over by monks who now live only for its protection.

The *Herald of Mei Lung* is one of the few truly beneficent artifacts, possessing no harmful powers. As such, it can be a useful aid in a particularly difficult adventure, providing answers to mysteries and clues about the future. The player characters can never actually own the artifact. Instead they must go to it. This by itself is an adventure as the group treks across a hostile wilderness similar to the Himalayas to find the ancient monastery. Even then, dealings with the monks must be role-played, and the return journey survived.

Constant Powers: The *Herald of Mei Lung* is wondrous in that it writes by itself the history of every major and virtually every minor event in the world. Since this history starts with the creation of the world, finding information can take a long time. For every day spent reading the book, there is a 1% cumulative chance of finding the correct information. What is revealed is the truth, although often one-sided in its presentation.

The book records more than just the past, however. Any event occurring in the present can also be read about. The character needs only turn to the final penned pages and read. It is even possible to read about future events on the final pages, although since the tales are still forming themselves, there is only a 20% chance of gaining useful information, and even then it may be incomplete.

The *Herald* is protected with a powerful spell that automatically teleports the tome back to the monastery if it has been absent for more than 12 hours.

Suggested Means of Destruction:

- If the universe ends, the book also ends.
- One must go back in time and prevent Mei Lung from becoming the Celestial Historian.
- Mei Lung must be convinced that knowledge is meaningless.

of Hopeful Deeds**XP Value:** 700**GP Value:** 5,000

New Item

After one week of study, a good character suffers a -3 penalty on all saving throws. This effect is permanent until a *restoration* or *limited wish* spell is used to counteract it.

of Hopeless Deeds**XP Value:** —**GP Value:** 5,000

DRAGON Magazine 82

When evil characters study this book for more than a week, they suffer a -3 penalty on all saving throws. This effect is permanent until restoration or *limited wish* negates the penalty.

of Humorous Perspective**XP Value:** 4,000**GP Value:** 20,000

DRAGON Magazine 134

This book looks exactly the same as the *tome of the fool*, and it is usable only by jesters. Like the tome of the fool, anyone who is not a jester and who reads it immediately becomes a 1st-level jester. When read, this book enables a jester to attain a different outlook on things—one in which death and other morbid topics are merely punch lines in the great game of life. The jester, because of his calm control of the situation, receives an extra +10% modifier to his morale-changing ability. The same jester may cast *friends* and *charm person* once a day in addition to normal spellcasting abilities. Finally, the reader of this tome is forever immune to emotion-changing spells involving fear, hate, despair, discord, hopelessness, and rage, as received from *symbol* or *emotion* spells.

of Immoral Sanity**XP Value:** 1,000**GP Value:** 600

DRAGON Magazine 82

A good character who studies this book has a 5% chance per day, cumulative, of contracting some form of insanity.

of Infinite Spells**XP Value:** 9,000**GP Value:** 45,000

DUNGEON MASTER Guide

This magical work bestows upon any character of any class the ability to use the spells within its pages. However, upon first reading the work, any character not already able to use spells suffers 5d4 points of damage and is stunned for 5d4 turns. After that, he can examine the writing without further harm. The *Book of Infinite Spells* contains 1d8+22 pages. The nature of each page is determined by random die roll. Make a percentile roll and consult the following table:

Roll Page Contents

01–30	Blank page
31–60	Priest spell
61–00	Wizard spell

If a spell is written on a page, determine the spell level by rolling 1d10 for a priest spell and 1d12 for a wizard spell. If the result is 8–10 (for priest) or 10–12 (for wizard) make a second die roll—1d6 for priests', 1d8 for wizards' spells. Once the spell level is known, the DM can select particular spells or determine them randomly. Record page contents secretly, and do not reveal this information to the holder of the book.

Once a page is turned, it can never be flipped back—paging through a *book of infinite spells* is a one-way trip. When the last page is turned, the book vanishes. The owner of the book can cast the spell to which the book is opened, once a day. (If the spell is one that the character would normally be able to cast by reason of class and level, however, the spell can be cast up to four times a day due to the book's magical powers.)

The owner of the book need not have the book on his person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power. Each time a spell is cast there is a chance that the energy connected with its use will cause the page to magically turn (despite all precautions). The owner will know this and possibly even benefit from the turning by gaining access to a new spell. The chance of a page turning is as follows:

• Spellcaster employing spells usable by own class and/or level	10%
• Spellcaster using spell foreign to own class and/or level	20%
• Nonspellcaster using priest spell	25%
• Nonspellcaster using wizard spell	30%

Treat each spell use as if a scroll were employed, including casting time, spell failure, and so on.

Juia Lo'tanu**XP Value:** 6,000**GP Value:** 30,000

Kara-Tur

This tome is bound with the time-blackened skin of a giant eel, smooth and glossy. On its cover is a painting of a red and white spotted carp, the symbol of hard work and success. Inside are 20 paintings done on transparent silk that has been stiffened with clear lacquer. The paintings can be viewed from either side of the page. They are of tranquil subjects with hidden, deeper meanings. Examples of the subjects are: two kittens watch-

5907

ing swimming carp in a pool with water lilies; the sun setting behind a picturesque mountain; three girls farming in the rice-paddy. The book has no magical wards or traps, as it was designed to be accessible.

This very beautiful work of art was painted by Da'u Ching Tso with the magical paints given to him by the pigfaced spirit from the Heavens. It was inspired by the teachings of the wu jen Korsanna the Orator, who infused his magic into Da'u's expressions of art. The thoughts, feelings and knowledge of the student and master are gained through study of this tome.

Korsanna took this treasured book throughout the land, using it as a teaching tool. This was in the years 1240–1280, and many great speakers are known from this period, most of whom followed Korsanna for a while. Then Korsanna died mysteriously in the village of Sou Tu, now ruins in southern Noka Jui District. The *Juia Lo'tanu* passed through a few hands who admired it only as art, then came to rest in the hands of the Wai clan about the year 1425. This tome was held and studied by the Wai family, and many believe that its magic enabled the Wai men to gain their power and stature in the communities of southern Shou. By the year 2000, the Wai clan was one of the most powerful noble families of southern Shou Lung, well known for their imaginative and engaging public speaking.

Just before the Moon Feast Festival in the year 2065, the Wai clan fortress and compound was raided by a band of marauding jungle barbarians, who succeeded in breaking through the main gate with a *fireball* from their leader's magic staff. This group of fools stole many of the family heirlooms, but also took the *Juia Lo'tanu*. The ancestral home was located east of the modern city of Ha'chou, and the escaping brigands rode east to the Henai River, crossing at Tarepi. Here they were caught midstream by the Shou posse and many of them were killed by arrows. Only the wizard leader and five men eluded the law. Historians speculate that these barbarians were the same group that raided We'noa and Chin a year later, and were ultimately captured at Cufa Twi Caverns. The *Juia Lo'tanu* and the rest of the Wai heirlooms were lost. Gossip and legend place the treasure in a citadel deep inside the caverns, but this is only hearsay.

If a character has an Intelligence of 15 or higher, he will gain from intense analysis of this tome. Alignment is unimportant for the magical lessons. After 1d4 months of scrutiny, the tome gives insight into the art of magical oratory, a fantastic gift, and the skill is passed



on to the reader. It gives the character a magical ability to influence any group he addresses toward his position or conclusions, often swaying a crowd's support. The player must speak for a half-hour or more. The effectiveness of this ability is situational, and entirely dependent on the DM's interpretation. It is not a *mass hypnotism* or *suggestion*, because it can be learned by any character class and it is not as powerful as a true wu jen spell. A magical speech will add 10 percent to the morale of followers or troops in the speaker's command. It also increases the courtly abilities of poetry and Noh by increasing their base chance of success by 2.

For example, if the magical orator is addressing a group of friends, or any neutral crowd, they may be easily convinced that the speaker's purpose or meanings are correct and true, and action may be expected. However, a speech before an angry Emperor or a lynch-mob may only save the character's life, with a quick trip to the local prison or a public flogging the punishment—the situation will dictate the outcome. A low-classed bushi warrior can only expect a magical speech to get gentlemen to listen and maybe reflect on his words. A good benchmark is that 15 percent of any neutral group will be swayed to action or belief by magical oratory.

of Leadership and Influence**XP Value:** 6,000**GP Value:** 60,000

DUNGEON MASTER Guide

This leather-and-brass-bound book is similar to a *Tome of Clear Thought*, but upon completion of reading and practice of what was revealed therein, Charisma is increased by 1 point.

When read by a bard, the character increases by one level. His or her experience points become equal to the minimum required to attain the new level.

of Psionic Interaction**XP Value:** 5,000**GP Value:** 50,000

Baltron's Beacon

This tome tells how to build psionic powers. If the reader cannot use psionics, the tome has no effect. If the reader is psionic, the study confers 25 more psionic strength points immediately, and (at the usual rate, with level progression) one new attack mode, one new defense mode, and one minor discipline. If the reader is not psionic but has psionic potential, the study permits a check for them at double normal chances, even if a previous roll for psionics has failed. However, if the roll is more than 30% under the minimum needed to gain such abilities, the victim is struck by catatonia (insanity) that can only be cured by a *heal* spell. The tome vanishes either after proper use or after causing three cases of catatonia.

of Quickness of Action**XP Value:** 5,000**GP Value:** 50,000

DUNGEON MASTER Guide

The heavy covers and metal bindings of this compilation will not distinguish it from other non-magical texts of small value. This work contains secret formulae and prescriptions for unguents and exercises that enable a single reader to assimilate the text (three days of uninterrupted study) and then practice the skills detailed therein.

If this practice is faithfully done for one month, the character will gain 1 point of Dexterity. The manual will disappear immediately after reading, but the contents are remembered for three months. However, the reader cannot articulate or otherwise record the information he retains. Only after the month of training is the Dexterity bonus granted. Further perusal of a similar text will not add to the same character's Dexterity.

of Sainly Sanity**XP Value:** 1,000**GP Value:** 6,000

DRAGON Magazine 82

An evil character who studies this book has a 5% chance per day, cumulative, of contracting some form of insanity.

Seven Fingers**(The Life of Thorstag)****XP Value:** 2,500**GP Value:** 25,000

DRAGON Magazine 69

This memoir is a thick bundle of vellum sheets bound about with two leather straps and enclosed in a leathern bag. A recent owner, the merchant Zephram Nelagul, noted in his ledgers that *Seven Fingers* had 278 sheets, but also noted that it ended precipitously and seemed to have gaps in the narrative, which suggests that some pages have been lost or deliberately removed.

The book was written by (or at least under the supervision of) the adventurer Thorstag "Seven Fingers" Amareh, a fighting man who rose to take the lordship of a tiny northern dale, where he died some 70 winters ago. Thorstag's nickname and the main title of this volume come from his habit of severing the fingers of important enemies whom he slew, and storing these in an iron box. There were seven such enemies, and Thorstag evidently put the fingers to some sort of magical use, but their present location is unknown. The volume recounts Thorstag's reportedly boring and trivial life ("wearisome pages of dreams, underhanded schemes, and malicious violence," Zephram records), but contains three passages of special note.

The first is a detailed and exacting description of the selection of a card, *void*, from a *deck of many things*, so complete that anyone who reads this section could immediately recognize the same effects if they occurred in his or her presence.

The second is a recipe or description of the making of *Keoghtom's ointment*, which may or may not be correct. Curiously, no owner of the memoir has made any mention of the accuracy of the recipe, but only of its inclusion; this hints that they have not attempted the process because it is obviously incomplete, or too difficult in execution or the procurement of the ingredients, or the writing itself contains some magical trap or guardian they would prefer not to disturb.

The third is a detailed inventory of the dowries of the princesses Elmyra and Hlassela of Cormyr, which Thorstag took part in guarding on an overland journey from Suzail, the capital of Cormyr, to Arabel, a city some distance to the north and east. The journey was safe, the princesses married, and set out forthwith eastward with their (royal, but not identified by Thorstag) husbands. Neither Thorstag nor the sage Elminster has heard of their fate, but in some eastern tomb or treasury the greater part of these dowries must now lie. Thorstag's list includes weights and identifying marks of jewelry (since he had to guard against forgery and

5912

substitution of the pieces), and adventurers or historians will surely find it a source of inspiration, if not a path to wealth.

The present whereabouts of the memoir is unknown. It was last seen in the hands of an unidentified man "with the clothes and manner of a southern merchant," according to Zephrium Nelagul, who sold it to said merchant at a bazaar in Waterdeep for 900 pieces of gold. Zephrium attests that he obtained the *book* from an ignorant bailiff in Longsaddle, who sold it as part of the contents of a dead man's house. The dead man, one Borwyn, was a trader in hides and leather goods who covered much of the north in his trade, and had acquired, in Zephrium's words, "an odd assortment of keepsakes and valuables." One can only conjecture that somehow Borwyn the trader visited the dale where Thorstag had ruled and was buried, or got the book from another person who was given it by Thorstag for safekeeping, or who took it after Thorstag's death. If any reports come to light of the possible missing pages, more might be said of how Borwyn got the memoir, and of its original, complete contents.

of Ssu-Ma

XP Value: —

GP Value: —

DUNGEONS & DRAGONS Master Set

The immortal hero Ssu-Ma is said to be the father of written knowledge, bringing mankind from barbaric chaos to civilization. His great tome is said to gather knowledge of all sorts from the very air itself, and is thus able to provide information on anything in existence.

This large, bulky book is 5 feet square and nearly a foot thick. Its covers are each half an inch thick, fastened securely by a built-in lock. The covers are not marked in any way.

The lock on the book cannot be opened magically, and open locks attempts suffer a +50% penalty to the roll. Anyone who fails to pick the lock can never succeed in opening it. The contents of the book cannot be examined until the lock and book are opened. The first page of the book explains all of its powers and the page references where the command words and instructions for each power can be found. The tome can be read easily by anyone.

The tome's contents explain how the user, drawing on the power of the tome, can produce the effects of the given powers. The pages of the book cannot be used as materials for the effects (such as mapping).

Suggested Powers:

- *Feeblemind*
- *Lore* (treat as a *legend lore* spell)
- *Mapmaking* (duration one turn; Treat as a *map of mapping*)
- *Repair Normal Objects*
- *Open Locks* (70% success rate)
- *Memorize +5 spell levels* (five 1st-level spells, one 2nd-level and three 1st-level spells, and so on)

Suggested Handicaps:

- When first used the user suffers a -6 penalty to Strength score.
- **Body part change:** The user becomes hunch-backed, and suffers a +4 penalty to Armor Class and a -4 penalty to all THAC0 rolls because of this deformity.

Suggested Penalties:

- User involuntarily assumes *gaseous form*.
- **Memory lapse:** The user immediately forgets any 1st-level spells memorized.
- **Service:** The user is suddenly compelled to map an entire level of a nearby dungeon (or country side), using the tome, and will assemble an expedition to do so, leaving within three days. This effect ends when the map is completed.

of Understanding

XP Value: 8,000

GP Value: 43,500

DUNGEON MASTER Guide

Identical to a *Tome of Clear Thought*, this work increases Wisdom by 1 point.

Vacuous Grimoire

XP Value: —

GP Value: 1,000

DUNGEON MASTER Guide

A book of this sort is identical to a normal one, although if a *detect magic* spell is cast, a magical aura will be noted. Any character who opens the work and reads so much as a single glyph therein must make two saving throws vs. spell. The first is to determine if 1 point of Intelligence is lost or not; the second is to find if 2 points of Wisdom are lost. Once opened and read, the vacuous grimoire remains; to be destroyed, the book must be burned and a *remove curse* spell cast. If the tome is placed with other books, its appearance will instantly alter to conform to the look of these other works.

Tool Set

"Tool Set" is a generic term for a set of implements and devices craftspeople use when practicing their professions. It covers everything from pliers to saws, from vices to sets of lockpicks.

Gemcutter's Tools of Sunndi

XP Value	GP Value
-1: 3,000	25,000
-2: 6,000	50,000
-3: 9,000	75,000

GREYHAWK Adventures

This magical set of vises, hammers, blades, and chisels was enchanted by the mountain dwarves who work the gemstone mines in the County of Sunndi. They help any character with a gem cutting proficiency to increase the value of his or her work. For individual stones, the cutter can make a proficiency check to gain a modifier to the **Gem Base Value Table** found in the *DMG*. The DM rolls 1d8 to determine the modifier:

Roll	Modifier
1-6	-1
6-7	-2
8	-3

The tools are also useful for finishing stones in a mine; the cutter can add 20-50% to the final average value listed on **Table 34: Gemstone Quality** in the *Dungeoneer's Survival Guide*. A gem cutter with these tools can demand up to four times the normal fees for services.

Thieves' Tools of Stealth

XP Value: 750 **GP Value:** 7,500

POLYHEDRON Newszine 82

These magical thieves' tools are a great boon to any thief or rogue. They do not appear to be made of metal, but instead appear to be constructed of a very dark, hard substance, perhaps obsidian. While they are magical, no means of detecting magic can reveal this fact. The tools confer a +10% bonus to a rogue's open locks and remove traps rolls.

The greatest power of the tools is revealed when they are placed inside their case, and the case is touched to the user's skin. The case magically melds into the individual's body. There the tools safely remain, until the owner concentrates on bringing them to the surface. If a rogue is slain while the tools are melded with his skin, the tools reemerge.

A thief's tool set usually includes the following equipment: one set (universal lockpicks, prybar, waxed cord with two hooks and six thin steel spikes, whipsaw, cutters, two small black velvet bags, black leather gloves and mask, iron grapple with 2-foot shank and end-ring), and 30 gp.

Woodworker's Tools of Dyvers

XP Value: 2,000 **GP Value:** 24,000

GREYHAWK Adventures

This set of magical hammers, spikes, axes, chis-

els, files, and other tools was created for a carpenter in the City of Dyvers, and though he paid much gold for it, the set eventually brought him great wealth. It allows a character with carpentry proficiency to build very sturdy wooden constructions with 150% of normal defensive point values. Consequently, the carpenter receives double to triple the usual fees, or a weekly average of 50 to 75 gp.

Tooth

These body implements allow creatures to chew their food. Many enchanted teeth come in sets; most of the values below are for a single tooth. If a whole set is desired, multiply the values by the number of teeth in the set to determine the total value.

of Dahlver-nar

XP Value: 40,000 **GP Value:** 200,000

DUNGEON MASTER Guide, 1st Edition

If any priest was more powerful than the renowned Dahlver-nar, histories do not tell us. The gods themselves gave special powers to him, and these have passed on to others by means of the great relics of Dahlver-nar—his teeth. Each of the teeth has some power, and if one character manages to gain a full quarter, half, or all of them, other grand benefits accrue, the additional powers and effects being cumulative. In order to gain the power of one of these teeth, however, the character must place it into his or her mouth, where it will graft itself in the place of a missing tooth. The teeth can never be removed once emplaced, short of the demise of the possessor. The DM is encouraged to decide the powers for the following (use the Artifact Rules in Volume 1).

- Each of the 32 teeth.
- The 8-tooth sets of 18, 9-16, 17-24, 25-32.
- The 16-tooth sets of 1-16, 17-32.
- The complete set.

of Dalhvar-nar II

XP Value: — **GP Value:** —

Book of Artifacts

The *teeth of Dalhvar-nar* are a set of 32 ancient red dragon teeth: four 6-inch incisors, two 18-inch upper fangs, two 12-inch lower fangs, four 8-inch canines, eight 6-inch canines, four 4-inch bicusps, and eight 2-inch molars. They are carried in a deep, coppery red dragon-hide bag.

Long ago, as the ancient red dragon Incendax sought to increase his territory, he chanced upon a large group of young mages and their teacher gathering spell components, and he murdered them all. The guild's archmages were so outraged that 13 of their greatest members banded together

5920

to kill the dragon. They tracked Incendax to his lair and collectively attacked him with magic so potent that a massive explosion resulted. When the dust settled, all that remained of the two forces were the teeth of the dragon.

Dalhvar-nar was a young priest of some wit and ability, whose path to fortune took him to that cave centuries later. With a bit of magical guidance, he found a patch of loose shale and cleared it away, exposing a dark passage. Dalhvar-nar crawled through, found a huge chamber, and was amazed as he looked upon scorched walls and blasted boulders, the remains of the great battle. Dalh searched through the cavern and eventually discovered the dragon's teeth. He then gathered them up and stuffed them into his pack, figuring a wizard might pay a handsome sum for them.

On the way back to town, Dalh heard something heavy fall to the ground behind him. He turned to see what it was and found that one of the large dragon fangs had fallen out of his backpack. In amazement, Dalh watched as the tooth buried itself into the earth, whereupon the ground trembled, and up sprang a mighty monster! Dalh quickly readied for battle, but instead of attacking, the beast knelt at his feet awaiting his command. Instead of selling the teeth, Dalh decided to experiment with them.

The priest's friends thought it quite odd when the once generous Dalh suddenly grew extremely preoccupied with his possessions, constantly itemizing them and angrily demanding the return of everything he had ever lent to another. Then his order disowned him, having heard reports that he was raiding traveling caravans. At last, Dalh vanished after taking up residence in a remote mountain cave. It is rumored that he was last spotted in the clutched talons of a giant gold dragon.

The curse associated with the *teeth of Dalhvar-nar* suits this item more to be used by soon-to-be villainous NPCs, rather than one of the player characters . . . unless the DM wants an antisocial, treasure-hungry, miserly PC wreaking havoc upon the entire campaign.

An adventure might begin when the player characters enter a town to rest and recuperate. That night, the quiet town is attacked by a group of monsters led by a "mad old hermit" who lives on a nearby mountain.

Constant Powers: A character holding any of the teeth is able to detect the exact number and type of all gems and precious metals within 60 feet. Having any of the teeth on his or her person also allows the character to speak and understand the language of red dragons, and the tongue common to all evil dragons. Finally, possessing any of the teeth grants a character immunity to all forms of fire.



Invoked Powers: These powers are released only if the teeth (not including the molars) are thrust point-first into the ground. If the surface is any form of soil (clay, dirt, sand), the teeth sink in and a monster emerges in 1d4 rounds. On any other surface, or if dropped on their sides, the teeth just lie there until picked up. After being used, they magically reappear among the rest of the teeth in 1d2 + 1 days.

Summoned monsters serve the owner of the teeth for 30 rounds and follow all other guidelines specified in *monster summoning I*. Each of the 18-inch upper fangs summons one 7-HD remorhaz or three 15-HD fire giants; the 12-inch lower fangs each summon three 7-HD wyverns or four 8-headed, 8-HD hydras; the 8-inch canines each summon six 4-HD fire toads; the 6-inch canines each summon 1d10 2-HD lizard men; and the 4-inch bicuspid each create a 60-foot-diameter *wall of fire* 20 feet high and lasting 20 rounds.

The eight molars work in the following manner: The tooth must be physically planted in a hole 2 inches or more in depth, which takes 1d4 rounds. After the dirt is patted flat (one more round), a puff of smoke issues forth, engulfs the character, and endows him or her with its power. The DM should roll 1d8 and consult the following table:

Roll	Effect
1	The user can <i>teleport without error</i> .
2	The owner can invoke from his palm a 6-foot long cone of magical fire, growing from 3 inches at the base to 3 feet at the end.
3	The owner can <i>fly</i> (as the spell) for 25 turns.
4	The character can make a <i>suggestion</i> with a duration of 21 hours.
5	The holder can invoke <i>domination</i> with a 200-yard range.
6	The owner can <i>transmute rock to mud</i> (or the reverse) in a 100-foot cube.
7	The wielder can invoke <i>improved invisibility</i> with a 10-round duration.
8	The user can invoke <i>disintegrate</i> .

All powers of the molars have a casting time of 3, once the character is empowered. Magical abilities can be interrupted and wasted, just like normal spells.

Curse: The character possessing the teeth immediately becomes chaotic evil in alignment and cannot bear to be separated from the teeth. The victim will immediately retrieve any teeth that fall upon an impenetrable surface, ignoring anything happening around him or her.

After possessing the teeth for one week, the character begins to hoard possessions, developing accurate lists and going so far as to spend vast periods of time counting them—valuable or not. In the third week, the owner searches for a large cave extending deep within a mountain, to dwell in solitude. In the fourth week, anyone approaching the character or his or her possessions is perceived as a thief. The character receives a -5 reaction adjustment to former friends and immediately attacks approaching strangers. Once the cave is established, the character assumes the habits and attitudes of an ancient red dragon. They maintain a haughty and condescending attitude, and enjoy surveying the surrounding countryside from their caves. A fierce hatred of gold dragons develops, and the owner aspires to establish a large territory.

When the teeth are out of the possession of the owner for 1d4 + 2 weeks, the character returns to his or her original alignment and loses the traits of the dragon (in reverse order) over a period of two weeks. At the DM's option, the side-effects of alignment change remain with the character.

Suggested Means of Destruction:

- Allow the teeth to soak in 32 doses of *sweet water* for 1,000 years, whereupon they rot away.
- Pull all the teeth of a conscious, ancient red dragon and replace them with the artifacts

without explaining what you're doing.

- Bathe the teeth in the breath of 32 different types of dragons in 32 days.

Dragon

XP Value: 100/HD

GP Value: 1,000/HD

Dragon Magazine 98

What do you do with a dragon once it's dead? Dragon claws strung as a necklace make a nice souvenir. The teeth can be used to make unusual handles for swords or daggers, or, if big enough, they can be made into drinking horns. An enterprising adventurer will find wizards quite willing to pay for genuine dragons' blood and body parts, to be used in experiments. Some wizards have an even better use for a *dragon's tooth* than making an ale cup out of it. With the proper spells and materials, the tooth can be used to create "the children of the dragon."

A *dragon's tooth* can be enchanted so that, when planted in the ground and given a command word (usually "grow!"), the tooth sprouts an armed warrior of an Armor Class and alignment appropriate to the dragon from whose tooth it grew. Each dragonman will also have special abilities, unique to its type.

Classical Greek mythology describes two separate incidents in which *dragon's teeth* were used for this purpose. Jason, as part of his quest for the *golden fleece*, had to prove himself worthy of the sacred golden fleece to King Aeetes of Colchis. His test was to harness the fiery bulls of the king, plow and sow a field with the teeth of a dragon, and then fight the crop of men that grew afterwards. The *dragon's teeth* sprouted armed warriors, ready to fight at the slightest provocation. Jason quickly tossed a stone at the back of one of the dragonmen, who thought his sibling had struck him and so returned the blow. Soon, all the warriors were fighting each other; at length, they were destroyed.

Cadmus, founder of the Greek city of Thebes, slew a foul serpent that had killed all of his men with its poisonous breath. Obeying a divine inspiration, he gathered the *dragon's teeth* and planted them. Up sprang a host of fully armed and armored warriors, who immediately began to fight among themselves until only five remained. The five survivors made peace, and they agreed to follow Cadmus, to help him build and populate his city.

When discovered as part of a treasure trove, *dragons' teeth* may be found in collections of 1d20, usually contained in a leather bag. A single *dragon's tooth* is usually between 3 and 12 inches in length. Dungeon Masters may use the following table to determine the type of teeth found:

Roll	Dragon type
01-04	Silver
05-12	Blue
13-20	Green
21-35	Brass
36-50	Black
51-65	White
66-80	Copper
81-88	Red
89-96	Bronze
97-00	Gold

Sometimes (10%), a bag may contain a mixed assortment of teeth, the different types determined using the above percentile rolls. In such cases, the teeth might be color-coded or marked in some fashion that the player characters may puzzle out for themselves. Dragonmen will either obey or attack the person who caused the teeth to grow, depending on the alignments involved. Dragonmen of an alignment opposite to that of the possessor of the teeth (such as lawful good vs. chaotic evil, or chaotic good vs. lawful evil) will refuse to obey the owner of the *dragon teeth* and attack at once.

If the owner's alignment either differs in only one respect from the dragonman's (lawful good vs. lawful evil, for example) or is neutral, then the dragonman must make a saving throw vs. spell to determine if it obeys the owner. Failure indicates the warriors obey, albeit reluctantly and without enthusiasm. Daily saves are made to determine continued fealty. A successful save allows the dragonman to desert, and it may, if the opportunity is there, injure or discomfit the owner of the tooth in some way. Dragonmen of the same alignment as the possessor of the teeth are loyal to the death. (Dragonmen continue to "live" until killed.) Being magical constructs, they and all their apparel and items *disintegrate* when slain, with no possible chance of *resurrection* or saving.

The dragonmen Jason faced grew from teeth that were enchanted in the normal fashion. It is likely that Aeetes himself spoke the command word to ensure that Jason would have to fight the dragonmen. In the case of Cadmus, the Greek gods caused the teeth to sprout, since Cadmus couldn't enchant them, and they also caused the dragonmen to fight among themselves, for the purpose of selecting only the best warriors to serve Cadmus.

To be worthy of enchantment, a *dragon's teeth* must be in perfect condition—without chips, cracks, or splits due to age, careless handling, or extraction. A dragon, according to one source has 64 teeth in its mouth normally. After being slain in combat, there will be 2d8 teeth damaged from fighting or lost during the beast's death throes.

Should adventurers decide to pull the remainder of the teeth for sale to a wizard, then each remaining tooth must save as bone vs. crushing blow during the extraction. Failure to save means the tooth is damaged during extraction and is useless for enchantment. Player character and NPC wizards who wish to create enchanted *dragons' teeth* may use the following method to do so. After a tooth has been prepared for enchantment, using the spell *enchant an item*, it is immersed in a crystal basin containing a broth composed of a mixture of the parent dragon's blood and at least one of the following ingredients, according to the type of tooth being enchanted:

Dragon	Ingredient
Black	Black dragon acid, giant slug spittle, bombardier beetle glands, or large quantities of strong acid.
Blue	Several crushed electric eels, dust or gems from the body of a shocker, umpleby hair or skin, volt barbs, or the skeleton of a boggart.
Brass	The <i>sleep</i> eye of a beholder, teeth from a homunculus, sprite sleep ointment, glands from the leopard head of a kamadan, sandman sand, two handfuls of black lotus pollen, or bark from a black willow.
Bronze	A crushed chunk of pure amber (transparent gold in color) the size of two human fists, storm giant blood, behir blood, or the <i>lightning</i> eye of a retriever.
Copper	The <i>slow</i> eye from a beholder, chips from a stone golem, mustard jelly venom, or a large amount of sloth blood.
Gold	Refer to the ingredients for red and green dragonmen. A mixture of one ingredient each from the red and green lists will guarantee immunity to both fire and poison attacks. Either ingredient alone only results in immunity to fire or poison.
Green	Powdered ghastr bone, scent glands from several giant skunks, a large amount of wolverine musk, a large amount of uropygi (giant pedipalp) scent, vapor rat blood, retch plant juice, large amounts of fatty excretion of tacr, or one cup of flumph spittle or of witherstench musk.
Red	Chimera blood, hell hound blood, salamander blood, magman blood, phoenix blood (one drop alone will suffice), a pyrolisk eye, fire Drake blood, firenewt or fire toad blood.

- Silver** As with the gold dragon tooth, a silver dragon's tooth also requires one ingredient from the white dragon list in order to achieve the dual immunity to cold and paralysis. Venom from a carrion crawler, giant Portuguese man-o-war, giant wasp, crystal ooze, drider, tenebrous worm, assassin bug, fire snake, garbug, grell (a large amount), tentamort, or female tiger fly is also needed.
- White** Ice toad blood, hoar fox blood, ice lizard blood, or a frost man's eye (the one covered by the patch).

After an appropriate ingredient is found and put into the basin, a low fire is kept burning under the basin, and the tooth is allowed to steep for one hour. The wizard must then cast a *limited wish* over the tooth and let it sit overnight in the mixture. Then the wizard may remove the tooth and perform an *identify* spell to determine if the enchantment was a success.

Some of the possible results of using teeth from each of the 10 major dragon types from the MONSTROUS MANUAL are described below. Each tooth can create a fighter who possesses a level of fighting ability equal to half the number of Hit Dice the parent dragon had (round fractions up). Each warrior also has half the number of hit points that the parent dragon once had (again, round fractions up). The warrior will make all saving throws as a fighter or wizard of equal level (whichever is more advantageous). A dragonman is of the same sex as the parent dragon.

Black Dragon: An AC 3 warrior appears, dressed in black chain mail with shield and armed with a black long sword. Chaotic evil in alignment, with an average Intelligence of 10 and a Dexterity of 15, the warrior is immune to all acid-based attacks and can cast a *Melf's acid arrow* spell once a day (1d4+1 damage from arrow, 2d4 damage from acid with saving throws applicable, +1 on attack rolls).

Blue Dragon: An AC 2 warrior appears, accoutered in blue plate mail with shield and armed with a mace. Lawful evil in alignment, with an average Intelligence of 12, this warrior is immune to all electrical attacks and can perform a *shocking grasp* spell (1d8+3 damage) once a day.

Brass Dragon: An AC 2 warrior appears, armored in brass plate with a shield and flail. Chaotic good with some neutral tendencies like its sire, this warrior has an Intelligence of 14 and tends to be verbose and often selfish, just like a brass dragon. The warrior is immune to *sleep* spells and can cast a *sleep* spell once a day (the spell has a duration of 5 rounds).

Bronze Dragon: An AC 0 warrior appears, wearing bronze plate mail with shield and armed

with two javelins and a short sword. This warrior is lawful good with an Intelligence and Dexterity of 16, and is immune to electrical attacks. Once per day, he may cast a *lightning bolt* for 2d6 points of damage to a distance of 40 feet (save vs. spell for half damage).

Copper Dragon: An AC 1 warrior appears, wearing copper-colored plate mail with shield and armed with a morning star. He has a Dexterity of 15 and an Intelligence of 14. Like the brass dragonman, he tends toward avariciousness despite his chaotic good alignment. He is immune to *slow* spells and can cast that spell once a day with a 4-round duration.

Gold Dragon: An AC -2 warrior appears, wearing gilt-edged plate mail and carrying a shield. He is armed with a knife, a brace of six darts, and a short (4') fisherman's trident. He is lawful good with an Intelligence of 17 and a Dexterity of 18 (+3 to strike with missile weapons). He may be immune to fire (45% chance), poison gas (45%) or both (10%), and he can cast one *flaming sphere* spell a day, of 3 rounds duration, for 2d4 damage.

Roll	Immunities
01-45	Fire
46-90	Poison gas
91-00	Fire and poison gas

Green Dragon: An AC 2 warrior appears, dressed in scale mail covered over with green vestments and carrying a bow, a full quiver of 20 arrows, and a hand axe. This lawful evil warrior has an Intelligence of 11 and a Dexterity of 18 (+3 to strike with missile weapons). He is immune to poison gas attacks and can cast a *stinking cloud* spell of 2 rounds duration once a day.

Red Dragon: An AC -1 warrior appears, dressed in red plate mail with a shield and carrying a broad sword. Chaotic evil in alignment, this warrior has an Intelligence of 16 and a Dexterity of 17. He is immune to all fire- and heat-based attacks, and can perform a *burning hands* spell once a day for 1d6+1 damage.

Silver Dragon: An AC -1 warrior appears, accoutered in silver-gilt plate mail with shield and carrying a sabre. Lawful good in alignment, with an Intelligence of 16 and a Dexterity of 17, this warrior may be immune to cold (45% chance), paralysis (45%) or both (10%), and he can cause *paralysis* for 1d6 rounds by touch, once a day.

Roll	Immunities
01-45	Cold
46-90	Paralysis
91-00	Cold and paralysis

White Dragon: An AC 3 warrior appears, dressed in white splint mail with shield and carrying a battle axe. This is a chaotic evil, berserker warrior with an Intelligence of 8. In battle, there is a 50% chance he will go into berserker rage and gains +2 on attack and damage rolls for offensive attacks and a -2 penalty on all saving throws and Armor Class. He is immune to cold. Once per day, he can do 1d10 damage with his *icy stare* (save vs. spell for half damage), similar to the attack of a frost man.

Sweet

XP Value	GP Value
Respite: 1,000	5,000
Stamina: 1,500	6,000

POLYHEDRON Newszine 23

This is an artificial molar of human type, made of a ceramic material. It must be placed in the user's jaw to have effect, in place of a natural tooth. Several different types may be created, including the following.

Roll	Tooth
1-3	Respite: When the user deliberately bites down on this item, it produces a <i>time stop</i> effect, which lasts for one full round. The <i>sweet tooth of respite</i> may be used three times per week.
3-6	Stamina: When the user deliberately bites down on this item, it <i>cures</i> the user of nearly all damage sustained, leaving 1d6 points uncured. It has effect even if the user is diseased, poisoned, or suffers any other special effect that would normally prevent magical <i>curing</i> . The <i>sweet tooth of stamina</i> may be used once a month.

Torc

A torc is a band of precious metal that is worn around the neck. Torcs are often decoratively worked and many have gems or precious inlaid stones.

Belenus's

XP Value: 3,400	GP Value: 17,000
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Legends & Lore

Belenus's avatar can blind any living creature within sight by making his magical torc shine with the brightness of the sun. He can also focus the light for one round, inflicting 3d10 damage provided he hits his mark.

of Craftsmanship

XP Value: 4,000	GP Value: 20,000
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Van Richten's Guide to the Lich

This cursed neck-ring cannot be removed by any means short of a *wish*, except by a lich. While the wearer lives, he or she receives a +2 bonus to saving throws vs. spell of the Necromantic school. When the wearer dies, however, the torc automatically absorbs all of the nonweapon proficiencies the person possessed in life. When the ring is, in turn, worn by another person or by a lich, the skills it absorbed become available to the wearer. Only nonweapon proficiencies are available for absorption; spells and weapon proficiencies are excluded. However, the skill to read, write, and speak foreign languages and scrolls are absorbed and can be used by the wearer. (A conversation generally constitutes a use, as does reading a scroll or sign.) The ring cannot enhance a skill already possessed.

Central to the functioning of the torc is a ruby set in its center. Should the gem be taken from the torc, all of the skills are lost and the ring becomes nonfunctional.

The torc may be used to perform up to 30 functions. After the 30th task is performed, it becomes jewelry of 500 gp value. The torc cannot be recharged, but it can be put on a different victim, whose skills are then absorbed into the neck-ring. The wearer has no method of knowing how many proficiency uses the torc contains unless a careful record is kept.

These torcs are quite commonly employed by liches when they have the opportunity to capture live people. Note that the torc does not deprive the living person of skills, but merely copies what is within the person.

of the Goddess

XP Value: 3,000	GP Value: 15,000
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Hall of Heroes

The *torque of the goddess* is a silver band worn about the neck. It is commonly used by druids and other members of the Ffolk. This torque functions as a *ring of protection* +2 and can be used in conjunction with any other magical rings except other *rings of protection*. Additionally, the torque provides its wearer with immunity to lycanthropy, though not damage suffered from a lycanthropic attack. The wearer receives a +2 to all attack and damage rolls against a lycanthrope. Although the torque does not allow a weapon that would not normally harm a lycanthrope to harm one, the wearer can harm a lycanthrope with his or her hands or teeth. The leaders of hunting dog packs used to track lycanthropes are often equipped with such collars.

of the Gods

XP Value: 5,000 **GP Value:** 25,000

Gods, Demigods, & Heroes

A magical device made by Goibhnie that allows the holder to *shapechange* at will. It appears as a short neck-plate with a large gem of any type in its center.

of the Gods II

XP Value: 5,000 **GP Value:** 25,000

DEITIES & DEMIGODS Cyclopedia

This magical device, made by Goibhnie, allows the holder to *shapechange* or *polymorph others*. This is similar to the other druidic torcs, but it is made of rare metals and bears a large gem (of a random type) set into the center.

of the Gods III

XP Value: 6,000 **GP Value:** 30,000

Legends & Lore

The *torc of the gods* was created by Goibhnie himself and is only bestowed upon the most brave warriors of the tribes. The torc allows the wearer to *shape change* or *polymorph others* at will, for any duration desired. The torc is forged of rare metals and has a gem set into the front.



of the Gods at the Tor

XP Value: 10,000 **GP Value:** 50,000

DRAGON Magazine 102

The *torc of the gods at the Tor* has all the abilities of the *torc of the gods* plus several addi-

tional powers. It allows the wearer to function as a 10th-level druid, adding the capability to cast the extra spells after the torc is worn for a full month. In addition, the torc causes all vegetation within a 240-yard radius of the wearer to attack any targets the wearer designates as the *entangle* spell. This power may be used once a day.

However, the torc's powers only function if the wearer dedicates him or herself to the restoration and preservation of the druid's temple at the Tor. The wearer must give up all adventuring as long as the torc is owned, or else give the torc to another druid who will carry on the task. Taking the torc with the intent to use it on adventuring, or hiding the torc without giving it to another druid, is cause for divine punishment; the DM may cause the offending druid to lose all spellcasting powers until such time as amends are made. Note that a PC druid who keeps the torc may do so with the willing permission of the NPC druids in the area regardless of the level of the possessor—so long as he or she agrees to stay and protect the druid's temple. The *torc at the Tor* grants its wearer *protection +2*.

of Stability

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 179

The wearer cannot be moved, except under his or her own power. This includes falling, dragging, pushing, carrying, or impact from a weapon. The wearer can walk, run, jump, and climb normally, but no outside force can. Any attack that would throw or push the wearer does 1d3 points of damage instead. The wearer cannot walk on walls or upside-down.

Torch

A burning torch can illuminate a 40-foot radius under optimum conditions. Although very lightweight, a torch can be used as a bludgeoning weapon that causes approximately one-half club damage (1d3 points of damage). Flaming torches can be quite effective weapons against highly opponents such as mummies.

of Continual Fire

XP Value: 1,000 **GP Value:** 5,000

Realmspace

These small wooden torches can light up a 15-foot radius sphere, providing warmth for all within 20 feet of the torch's light. The item has a command word that, when spoken, instantly ignites the top of the torch. Saying the word again douses the fire. At no time does the tip of the item heat up. The item possesses 1,000 charges. Each

5932

charge can last as long as two hours, unless the command word is spoken again during that time, turning the torch off.

Continual

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 181

Everyone has had trouble with torches burning out or going out when dropped. If you want to spare player characters this problem but don't want to give them *wands of illumination*, the *continual torch* is the answer. This is an enchanted torch whose flame will never go out. Though often a vital advantage in dungeon fighting, it can be inconvenient if you are trying to hide the light. Because of the magic that powers it, the *continual torch* needs no oxygen and can operate equally well underwater or in a vacuum. It also gives off nothing in the way of smoke. As to what makes it different from a *wand of illumination*, the light it sheds is no more than that of an ordinary torch (20-foot radius). The flame can burn what it touches, like ordinary fire, so the torch may be used as a weapon in the same manner as a normal torch (treat as nonmagical fire). Enchanted monsters cannot be harmed unless they are specifically vulnerable to fire.

of Control

XP Value: 400

GP Value: 2,000

DRAGON Magazine 30

The *torch of control* was designed to save Orlow the trouble of putting out the torches in his house at night. Though lighting and burning like a normal torch, the *torch of control* extinguishes itself upon command.

Fiery Brand of Masauwu

XP Value: —

GP Value: —

DUNGEONS & DRAGONS Master Set

The legendary Guardian of Death, Masauwu is greatly feared. It is rumored that he walks across the entire earth every night, appearing as a dark-skinned giant clad in animal skins and carrying a flaming torch. This device is sometimes left for others to use, especially if they can further his purposes. It has horrible and awesome powers, but if the user impresses Masauwu by employing it often and with diligence, he may grant even greater ones.

This is a club-like torch, 4 feet long. It is not normally burning when found. If lit, it can only be extinguished by water.

The artifact is active when found. Each time the user slays another creature by using the item, knowledge of one power is granted (maximum two per day). The artifact may be wielded as a club.

The artifact must be lit for any powers to function, issuing forth from the flames, on command.

Suggested Powers: (All spell-like abilities are cast at 20th-level.) *Meteor swarm*, *obliterate* (Range 60'; effect kills all 7-HD or fewer creatures unless they save vs. spell at -4, all others take 6d10 points damage or save for half damage. *Turn* (as 20th-level priest), *spell damage bonus* (+1 to all spell attacks and damage dice), *detect invisible*, *teleport*

Suggested Handicaps: When the first power is used, Constitution score permanently drops 5 points (minimum score of 3). When *turn undead* is first used, *energy drain*—user loses three levels. When *spell damage bonus* is first used to augment *meteor swarm*, *doom* is sent. User and artifact utterly vanish, but all equipment carried is lost, either when user is next struck by any undead creature, or when spell damage bonus is applied to the *meteor swarm* a third time.

Suggested Penalties:

- *Cause critical wounds*, affects user; save vs. spell for half damage.
- *Attract undead*: If adventuring underground or outdoors after dark, 2d4 undead arrive in 1d6 rounds. All are of one type; roll 1d12 to find Hit Dice type.
- *Operating Cost*: User loses 20% of all treasure owned, not counting magic.
- *Die*: User drops dead instantly, no saving throw. (Can be normally raised.)
- *Poison gas*: Artifact releases 20,000 cubic feet of purple gas (roughly a 30-foot cubic cloud). Each living creature within it must make a Saving throw vs. Poison, with a -2 penalty, or die. User is not affected by the gas.

Gruumsh's Everburning Torch

XP Value: 800

GP Value: 4,000

Monster Mythology

This ever-burning torch cannot be dimmed (by *fire quench*, *darkness*, and the like).

Transportation

This section details miscellaneous transportation devices that cannot be categorized elsewhere.

Chemcheaux Teleport Pad

XP Value: 80,000

GP Value: 400,000

POLYHEDRON Newszine 63

These pads are found only in Chemcheaux Magic Shops. By specifying a number, the person standing on the star-shaped pad is instantly *teleported* to the pad at the specified Chemcheaux.

If a *teleport pad* is stolen, Primal and several of the strongest mages in his employ *teleport* themselves to the stolen pad. The mages simply

5937

stand on any of the remaining *teleport pads*, use the number of the Chemcheaux from which the *pad* was stolen, and appear at the stolen *pad*, wherever it is.

The mages who come to retrieve the item are never under 18th level, and all carry items of extreme power. If the wizards do not experience hostilities when they arrive, they merely pick up the *teleport pad*, and *teleport* themselves, via spell, to the appropriate shop to return the item. If they meet aggression, they do not hesitate to obliterate the opponents as quickly as possible.

Teleportation Chamber

XP Value	P Value
1'x1'x1': 2,000	20,000
2'x2'x3': 2,500	25,000
3'x3'x6': 3,000	30,000
3'x5'x6': 3,500	35,000
5'x5'x10': 4,000	40,000
10'x10'x10': 10,000	100,000

Tome of Magic

These devices are used to *teleport* matter (as the 5th-level *teleport* spell) and vary in size from a box a foot square to a 10-foot-square room. They are usually made of ornate wood, but can be fashioned of stone or metal. In any case, the interior walls are always covered with mirrored tiles, much like *disintegration chambers*. A small, green sphere is fastened to the outside of the chamber near the door, and another sphere is positioned on an inside wall.

To activate the device, a creature must touch one of the spheres while concentrating on a mental image of the destination. The chance of error is exactly the same as that described in the *PHB* for casting the 5th-level *teleport* spell, with one exception. If the contents of the chamber are being sent to another *teleportation chamber*, the chance of a mishap is 0%.

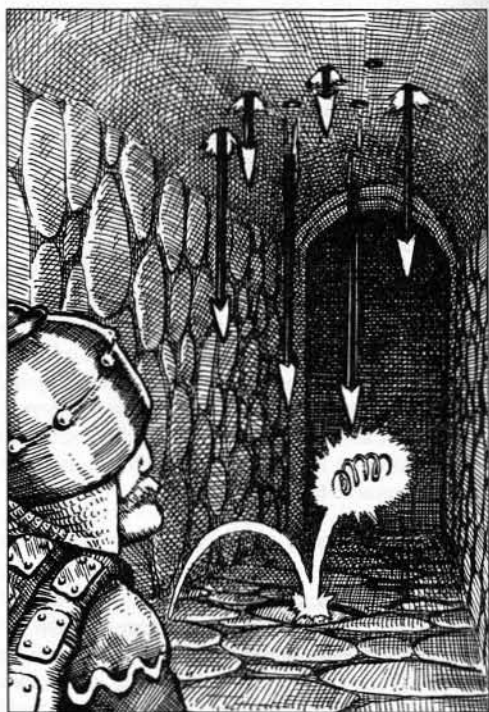
The number of people or objects that may be *teleported* is limited only by the size of the chamber. The size of any given chamber can be determined from the table below.

Roll	Chamber Size
1	1' cube
2	2'x2'x3' box
3	3'x3'x6' box
4	3'x5'x6' box
5	5'x5'x10' box
6	10'x10'x10' box

All travelers and materials in the chamber arrive at the same destination, which is determined by the activator. Distance is not a factor, but interplanar travel is not possible by means of this magical machine. Each use drains the device

of one charge. Teleportation chambers generally have between 1d20+80 charges and may be recharged.

In Ravenloft: These arcane devices cannot *teleport* anything outside of a domain when the domain's borders are closed. If they are not, then the chambers function normally.



Transporter Pad

XP Value: 5,000 GP Value: 25,000

Infinity Sphere

Used in conjunction with *crystal ball II*, *teleport pads* allow groups of up to five individuals to transport to almost any location in a crystal sphere. Those locations magically protected from scrying, however, are immune to the *teleport pad*. The *teleport pad* can be used once a day.

Trap-Springer

XP Value: 1,000 GP Value: 5,000

POLYHEDRON Newszine 82

This coiled steel spring is prized by adventurers. It is a precisely wound spiral of flattened wire, 6 inches in diameter and 6 inches tall. When the appropriate commands are spoken, the *trap-springer* performs the following services for its owner:

When the first command word is given, the device springs end over end up to 50 feet along any straight passage, counting paces aloud as it

5940

goes. When the second command is given and a race is named (human, elf, dwarf, and so on), the *trap-springer* magically alters its weight to approximate an average weight for the racial type named, thus triggering any pressure plates or pit traps along its course. A third command word calls the device back to its owner. A final command word extends the trap-springer vertically or horizontally up to 50 feet, making the device rigid and allowing its owner to measure the depth, height, and length of any straight passage, or to use the coil as a ladder. The *trap-springer* cannot turn corners.

Tree

Magical trees often grow, change with the seasons, and require light, soil, air, and water to live, just as normal trees do. Each magical tree has at least one special magical ability that can be used by those who live near it or attend it.

Great

XP Value: 20,000 **GP Value:** 100,000

Gods, Demigods, & Heroes

The fragments of this tree can make various magic items or are in themselves magical. The branches provide 1d10 magic arrows or one sword.

of Life

XP Value: 40,000 **GP Value:** 200,000

The Elves of Alfheim

Most elf clans have a "Relic" called the *tree of life*. Elven life is built around this tree. Among other things, it is the source of many of the unique magic of the elves.

Like other demihuman relics, each *tree of life* has a Keeper with 2d4 acolytes. The Keeper is given a *domination* power which allows him to give unquestioned orders to any clan member except the Clanmaster. The Keeper also communicates with the tree by using *ESP* spells.

The tree has an ongoing aura with a *turn undead* power similar to that of a 5th-level priest. This aura normally has a 360-foot radius, but is diminished by 5 feet every time one of the magical abilities described below is used. Once the aura is reduced to 0 radius, the powers cannot be used until the aura's radius is recovered at a rate of 1d6-1 feet (minimum of one) per day.

The Keeper can also have a *tree of life* use five magical abilities: *cure blindness*, *cure disease*, *neutralize poison*, *cure serious wounds*, and *identify item*. The tree can also be used in rituals to create many magical objects. Creation of the *elven lightboat* and the *oil of sunlight* is described elsewhere. Other items that can be created include:



Elven boots: These boots are soled with the treated bark of the *tree of life*.

Elven cloaks: These cloaks are made from the other leaves of the *tree of life* (not the ones used for making *oil of sunlight*). They are pulped, drawn into fibre, and woven into cloaks.

Healing potion: Distilled, from the sap of the *tree of life*.

Magical bows and arrows: The wood of a *tree of life* can be used for making magical bows and arrows.

Elven long swords: Very small quantities of the sap of the *tree of life* are used in the tempering oakwood into magical *elven long swords*.

All of these magical items take a long time to manufacture. The need for the item must first be established, then the tree must be prepared with extensive ceremonies to give up a part of itself for the item. Strangely enough, it takes less time to gain the wood for bows and arrows than it does for any of the other objects.

The *tree of life* is intelligent, like a treant, but normally immobile. Keepers also know a ritual that allows a *tree of life* to move, but the ritual is dangerous to the tree (75% chance the spell works minus 5% for every level of the treekeeper's below 20, otherwise the tree dies) and the tree's movement is laborious. It can travel no more than a mile a day.

The original *tree of life* was created by the Immortal Ilsundal shortly after he became an Immortal of the Sphere of Energy. The tree is an avatar of Ilsundal. The *First Tree* is still alive in the Sylvan Realm.

Since the emigration of Mealiden Stuwatther from the Sylvan Realm, there have been 10 equal *trees of life*. Each is an avatar of Ilsundal. Each of the major clans of Alfheim has one of these *trees of life* except Clan Feadiel, which has a daughter of the original *tree of life*. All other *trees of life* in and outside of Alfheim are "daughter" trees, dependent upon the existence of their "mothers." Should a mother tree die, all the daughters wither too.

No Alfheim elf clan can take root in any place without a *tree of life*. When a clan has grown too big for its immediate area or must move for some other reason, a living branch is taken from the old *tree of life* to move with the clan. Some of the clan members stay to guard the original tree until the move is completed (often many years).

When the emigrating clan finds an area that looks appropriate for the elven way of life, the treekeeper finds an oak tree and grafts the *tree of life* branch onto the oak. In a matter of months, the *tree of life* effectively remakes the oak into another *tree of life*. However, the new *tree of life* gains none of its magical powers and attributes

for about five years. That is the critical period for any attempt at an elven settlement, the time when most such attempts have failed, if they did.

A *tree of life* grown in this way is spiritually dependent on the tree its branch was taken from. If the old tree withers and dies, so does the new one.

To remove this dependency, a treekeeper performs an "adoption" ceremony that takes over a century to prepare. The newer tree becomes independent of the old tree and effectively becomes the proper home of the avatar of Ilsundal. The other daughter trees of the old tree are now the daughters of this new tree. Of course this ceremony has to be performed with the approval of all the daughter trees of the original tree. Though the ceremony has been devised, it has never had to be performed in the known history of the elves of Alfheim.

This dependence continues through every tree generation. Thus, if Grandmother tree is stricken, then mother tree is also stricken, and baby tree is likewise affected. Considering the wanderings the elves have done over the centuries, finding the source of a tree of life's illness can be an incredible quest.

All subsidiary trees have the same powers as their ancestors. No two trees can exist within 50 miles of one another without both sickening. In game terms, they cannot regain their magical abilities after they've been used and soon lose their immortality and normal invulnerability to plant diseases. Elf sages think that they take too much out of the basic magical essence of the world when too close together.

of Life II

XP Value: 60,000

GP Value: 300,000

DARK SUN Campaign Set

A *tree of life* is a mighty, magical tree, enchanted by a powerful priest or wizard. The magical life forces of *trees of life* make them virtually eternal. The greatest *trees of life* are ancient—many solitary trees predate the villages around them and others stand in entire groves, a quiet testimony to the great wizards of a bygone age. Present day priests and wizards still create new trees to enrich the world or, in the case of the defilers, to pervert their powerful life forces to further their destructive, evil ambitions.

A *tree of life* is, in essence, a living magical item. It stores and channels energies from all four elemental planes. Thus, though wizards can create a *tree of life*, only priests and druids can tap its special powers.

Special Powers: Any priest or druid in contact with a *tree of life* receives from the tree four spells, each of which can be cast once a day. The

5943



spells gained are *heal*, *augury*, *divination*, and *magic font*.

Destroying a tree of life: A *tree of life* has two distinct parts, its physical form and its life force. The stump, branches, roots, or leaves of a *tree of life* make up its physical form, and are not inherently magical. The same things that would destroy a normal tree will destroy the physical form of a *tree of life* (chopping it down, burning it) with one exception. Neither climate nor terrain affect a *tree of life*. One will flourish in the middle of the desert or on a rocky mountain face, regardless of drought, severe weather, natural lightning, earthquakes, and so forth.

Destroying the tree's life force is much more difficult. A *tree of life* at any stage of growth (even sprouts) has 100 hit points (10 levels of 10 hit points each) that can only be affected by life-draining magic. The wizard spells *vampiric touch*, *enervation*, *trap the soul*, and *energy drain* can each drain hit points; *death spell*, *finger of death*, *limited wish*, and *raise* can each snuff out three levels of the target tree; and a *wish* slays the tree. The priest spells that affect a tree's life force are *raise dead* (and its reverse *slay being*), *restoration* (and its reverse, *energy drain*), and *resurrection* (and its reverse, *destruction*). Undead creatures that have an energy drain attack can affect the life force of a *tree of life*.

Defiler magic also affects a tree's life force. Every level of defiler magic cast within 100 yards of a *tree of life* drains one level of life force from the tree. This negates the effect the spell would otherwise have on surrounding vegetation.

The life force of a *tree of life* is completely snuffed if it falls below 0 levels or hit points. The life force cannot regenerate if either of these numbers falls below 0, in which case both the life force and the physical form of the tree die.

Regeneration: Both a *tree of life*'s physical form and its life force regenerate. If the tree's physical form is damaged or destroyed, it will grow back, to full size. The tree will regrow at a rate of one quarter of its full size each week. A sprout will appear in one day, grow to a sapling in one week. It will grow to a young tree in two weeks, then to a full sized adult tree in three. After four weeks, the *tree of life* will revert to its true form: an ancient and mighty tree. No matter how many times the physical form of the tree is destroyed, it will always grow back in four weeks.

The life force of a *tree of life* regenerates one level (10 hit points) per hour. It regenerates even if the life force reaches 0 points, but not if it goes below 0.

Though originally created by wizards to combat the destruction of nature, *trees of life*

5943

are now heavily exploited by defilers, who use the trees' powerful life forces to charge their defiling spells. Sorcerer-kings often have large gardens within their cities, even within their palaces, where groves of *trees of life* are tended and maintained. Thus, defilers can exercise evil magic from their citadels without decimating the cities below—a desperate measure to keep their tiny verdant belts as plentiful as possible.

of Malice

XP Value: 2,000

GP Value: 10,000

Islands of Terror

This is a mulberry tree. Anyone who eats the fruit of this tree becomes filled with evil thoughts. Those who eat the fruit must successfully save vs. spell or become chaotic evil for four days. A save vs. spell should be made immediately, and then again for each truly evil act the character commits while under the influence of the new alignment. A character who fails a saving throw becomes chaotic evil permanently. The fruit is considered delightful by chaotic evils, but does not otherwise affect them.

of the Ravenous

XP Value: 2,000

GP Value: 10,000

Islands of Terror

This appears to be a cherry tree. There are a dozen warriors who fight eternally under this tree, for anyone who eats the fruit of this tree becomes so enamored with its taste that they want nothing but to eat it, and they will fight to the death with anyone who tries to stop them. Those who attempt to take and eat a cherry are not prevented. However, anyone who tastes the fruit must successfully save vs. poison or join the battle. The tree *resurrects* anyone slain in this battle, so the war is endless. Over the course of the years, the warrior's weapons and armor have become broken and useless, so now this battle has degenerated from honorable combat to the pure savagery of naked barbarians punching, wrestling, and gouging each other like animals. Cherry blossoms continually fall upon their fighting forms. The sight is disgusting enough to require a horror check when it is first seen.

of Unending Lamentation

XP Value: 2,000

GP Value: 10,000

Islands of Terror

This is a willow tree. There are several dozen people here weeping pitifully. They are so overwhelmed with grief that they cannot move. They stay alive, without aging, by eating the leaves of this tree. Those who come within 90 feet of it

must successfully save vs. paralyzation or fall prey to the lamentation and join in the weeping. If the tree is destroyed or the people are pulled away, they return to normal.



of Venom

XP Value: 2,000

GP Value: 10,000

Islands of Terror

This grove is filled with the scent of oranges so sweet that it is overbearing. However, the fruit of this tree is highly poisonous. Any who eat of the fruit must successfully save vs. poison with a -6 penalty or die immediately, and even those who successfully save permanently lose 1d6 hit points. The many skeletons under the tree are the corpses of those who have eaten the fruit over the centuries.

Triad of Betrayal

XP Value: —

GP Value: —

Book of Artifacts

There are three elements in the *Triad of Betrayal*: a coin, a golden circlet, and a dagger. The coin appears as a common copper piece, both sides depicting a fat-jowled merchant. One face smiles cajolingly and the other sneers scornfully. The circlet is simply an unadorned circlet of beaten gold. There are no other identifying marks to be found on the circlet, not even the runes or marking typical of other powerful magical items. The dagger is double-edged, with

5948

a nasty barb at its tip and a blood groove that runs the length of the blade. The hilt of the dagger is wrapped in mottled snake skin, though none can say for certain what type of serpent it came from. The pommel bears a bright (some would say flaming) red garnet.

The *Triad of Betrayal* was created for the god Hiddukel by the mastersmith-god Reorx. Then, Hiddukel imbued each of the artifacts with his essence and set them free in the world, to thwart the will of the goddess Mishakal. The *Triad of Betrayal* was Hiddukel's answer to Mishakal's *Circle of Love*, and each of the evil artifacts follows its good counterpart.

The Triad first appeared in the Age of Might, when Hiddukel convinced Reorx that these items were necessary for the world. Trusting his fellow god, Reorx did as he was asked, not foreseeing the other's evil intent in the matter. When Hiddukel enchanted the items with evil and set them free in the world of Krynn, he placed them where they would be sure to attract attention. The malevolent deity knew that the Triad would eventually end up in the hands of those who would use them for evil, and Hiddukel was ready to push them along that path.

The three pieces of the Triad are the *coin of luck* (also known as the *coin of greed*), the *dagger of vengeance*, and the *golden circlet* (also known as the *circlet of pride*).

Since the *Triad of Betrayal* was created to counter items created by the goddess Mishakal, the pieces of the Triad constantly follow in the path of the *Circle of Love*. Hence, the Triad can become involved in the campaign by having the PCs discover one or more parts of the *Circle of Love*.

Constant Powers: The coin acts as a *luck-stone*, sometimes adding a bonus of +2 to any die roll (roll 1d6: even = +0; odd = +2).

The dagger functions as a *dagger of venom*, but secretes its own extremely potent venom (successfully save vs. poison with a -2 penalty or die).

The circlet can command up to 8 HD of creatures, once per turn. Commands must be only one word, spoken in a tongue that can be understood, and each lasts for one round. (Alternatively, the user can focus on a single creature of up to 4 HD and within 60 feet, and control that creature as long as concentration lasts.) When this power is used, Hiddukel places into the mind of the user an offer of great power in exchange for an oath of service. If the person accepts, the full range of powers becomes available.

Invoked Powers: After the coin has revealed itself as a tool of Hiddukel, the user can cast *con-*

tinual darkness 15' radius. Once per turn, the bearer can also cast *suggestion* on anyone, but only to sow discord. Finally, it can cast *curse* and *bestow curse* (the reverse of *bless* and *remove curse*).

If the dagger is used for vengeance, it can be used to backstab at +4 to strike. It inflicts 1d4 + 2 points of damage and requires a successful saving throw vs. poison with a -2 penalty to avoid death. On a roll of 18-20, the *dagger* injects a second dose of poison, requiring a second save vs. poison at -4.

The circlet can be used to *heat* or *chill metal* at will and to cast modified *command* spells of seven words or less. It also adds +2 to Charisma, but subtracts -2 from Wisdom.

Random Powers: The coin can create a 20-foot *antimagic shell* at Hiddukel's whim, which he does to place the bearer at a disadvantage so that he must bargain even further for his life. In this way, Hiddukel ensures that no bearer of the coin will escape his grasp. The dagger and circlet have no random powers.

Resonating Powers: The Triad has no resonating powers. True to the name of betrayal, each of these items works separately only. While they might be used by the same person, the items can never add their powers together, for cooperation is not in the nature of Evil.

Curse: Anyone invoking the *coin of greed's* powers must make a successful system shock roll or become scarred and lose 1 point of Charisma. The user of the coin eventually becomes more corrupt, greedy, and jealous, until he precipitates his own downfall or until Hiddukel can betray him in a fashion befitting such an evil god.

The dagger slowly gains control over its wielders, especially those who harbor resentment or jealousy. With each use, the dagger gradually shifts its user's alignment toward chaotic evil (as follows: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, chaotic evil). The dagger renders the user suspicious, paranoid, and temperamental. Anytime a PC or NPC does something the bearer might consider a threat, the bearer must make a Wisdom check, minus the number of times the character has used the dagger. If the check fails, the character flies into a rage and must attack the offender. Finally, the dagger calls out to its previous owners. Any owner who has a combined Intelligence and Wisdom of less than 27 pursues the dagger fanatically, seeking to possess it again.

Anytime someone uses the major powers of the circlet, they lose 1 hit point permanently. However, these hit points can be recovered by attacking someone with bare hands, feet, or teeth—a

successful hit drains 2 levels from the target and restores 2 hit points, up to the user's original maximum. However, each time this power is used, the user must make a successful system shock roll or permanently lose 1d3 Constitution. If the Constitution score falls to 0, the user becomes a mindless spectre and the circlet moves on to another owner.

This artifact ultimately corrupts the user, leaving him or her conceited, arrogant, and boastful. Only then can the user attract minions who share the user's prejudices and hatreds.

Suggested Means of Destruction:

- **Coin:** Place it atop its counterpart in the *Circle of Love*, the *Hands of the Healing Spirit*.
- **Dagger:** Clash it against its counterpart in the Circle, the *Armband of Trueheart's Warding*.
- **Circlet:** Place the *Ring of Nature's Love*, the circlet's opposite, within the boundaries of the circlet.
- Return any part to the god Reorx, who wishes to atone for the evil his creations have wrought.
- **Coin:** Remint it in the fires of the 13 volcanoes around Sanction.
- **Dagger:** Throw it through a portal into the Abyss, where Takhisis reigns and tolerates no meddling from Hiddukel.
- **Circlet:** Place it upon the head of a completely pride-free individual of lawful good alignment, where it shatters into 1,001 pieces.

Trimia's Catalogue of Outer Planar Artifacts

XP Value: 12,000

GP Value: 120,000

Tome of Magic

This magical device is a large book bound in heavy wooden covers that do not reveal the title or nature of the work. Upon opening to the first page, the owner finds the title of the book along with a table of contents listing the various outer planes.

Upon opening the book to the desired page, the owner finds either a blank page (25 % chance) or a description of a magical device (75% chance) that provides transportation to that particular plane. Along with the description of the device is a price ranging from 1,000 to 20,000 gp (1d20x1,000). If the appropriate sum is laid on the open book and a *vanish* spell is subsequently cast on the coins, the transport device shown appears in place of the cash. The page then immediately goes blank and the catalogue disappears, teleported to a random location on the Prime Material Plane.

The transport device can deliver characters to

the outer planes and can return them to their point of departure on the Prime Material Plane. Each transport device brings a person or persons to the upper layer of an outer plane. The point of arrival in the plane is left to the DM and usually changes each time the device is used.

Each device has a command word that is always the name of the plane associated with the device. Unless otherwise noted, anyone touching the device or touching the person who holds the device is transported to the Upper Plane of the Outer Plane named.

Each transport device can be used once a day. With each use, there is a 5% chance the device will malfunction, sending the characters to the desired plane, but with the device itself disappearing.

Abyss: Pazunia, the uppermost layer of the innumerable layers of the Abyss, can be reached through the use of a circular black cloth that looks like a *portable hole*. The cloth is 3 feet in diameter and can be folded to fit inside a pocket. When the cloth is spread on the ground and the command word is spoken, the cloth becomes a pit that leads to the plane. The cloth exists as a pit for 1 turn, then returns to its state as a piece of cloth. It does not follow travelers to the Abyss.

Acheron: The device used to reach Acheron is a 2-inch cube of black onyx. The cube always appears as a puzzle inside a black sack. The puzzle is made up of 43 small pieces, which must be fit together to form the cube. When complete, the command word must be spoken. Solving the puzzle requires an Intelligence check at half a creature's Intelligence score. Each attempt to solve the puzzle requires 1d6 turns. Once the cube has been used to teleport, it falls to pieces. The pieces all reappear in the sack, wherever it might be. To use the device again, the pieces must be reassembled.

Arborea: The device used to reach the Plane of Arborea is a silver chariot. The chariot can comfortably hold four passengers and their gear or eight passengers without equipment. A team of four horses must be attached to the chariot; when the chariot is in motion and the command word is spoken, the horses, chariot, passengers, and gear are conveyed to Arborea. The chariot arrives in motion.

Arcadia: Arcadia's transportation device is a palm size metal sculpture representing the outlines of geometrical shapes. The largest shape is a six-sided cubic cage made of 12 silver rods. Within this cube is a four-sided pyramid, also made of silver rods. Inside the pyramid is a circle of silver.

Baator: Baator can be reached by using special pieces of blood-red coal. When one of these

5953



coals is lit or dropped into a flame, a ball of fire flares out from the coal. It does no damage, but transports all creatures and objects within 20 feet to Avernus. No command word is needed for the effect to take place.

The Beastlands: A leaf sculpted of gold is the device used to arrive in The Beastlands. The leaf is about 2 inches long and is wrought in fine detail.

Bytopia: This device appears to be a featureless cube of silver measuring 3 inches on a side. If it is carefully examined, four small, nearly invisible buttons will be visible. If the four buttons are pressed in the correct order, the cube splits in half. (The correct order can be determined through the use of *legend lore* and similar spells.) The device will teleport to Bytopia when half the cube is held in each hand and the command word is spoken. The travelers arrive in Dothion, considered the topmost plane. The two halves of the cube must be reassembled before it can again be used.

Carceri: This device is a necklace of dull, reddish pearls. A character who wears the necklace and speaks the command word will be transported (along with anyone touching him) to Othrys, the topmost layer of the plane.

Elysium: The device used to reach this plane is a sturdy currach, a primitive vessel made from thick hides stretched over a wood-and-wicker frame. This device functions as a normal ship,

with a seaworthiness rating of 95%. If anyone touches the ship's mast and speaks the word Elysium, the boat, its passengers and crew, and all cargo are transported to the Oceanus River in the plane of Amoria.

Gehenna: Characters who wish to travel to Gehenna must gather in a small, enclosed room with this magical urn of silver and bronze. A flame must be lit within the urn using materials that cause a great deal of smoke. When the room is so choked with smoke that breathing is almost impossible, the command word may be spoken. This transports everyone and everything in the room, including the urn, to Khala, the uppermost layer of Gehenna.

The Gray Waste: The device used to reach The Gray Waste is an iron keelboat. When any character on the boat speaks the command word, the keelboat and all its passengers are transported to the river Styx in Oinos, the uppermost layer of The Gray Waste.

Limbo: Limbo is reached through the use of a magical mirror. When a person stands before the mirror, he or she sees a normal reflection. The reflected world in the background, however, is in utter chaos—the bricks from the wall behind the character float in the air, flames drift across the room, gold and silver pieces break apart and wander aimlessly. If the command word is spoken as a character looks into the mirror, he is transported to any of the layers of Limbo. The mirror does not travel to Limbo. Another means of returning to the Prime Material Plane must be found.

Mechanus: The device used to transport to the Plane of Mechanus is a small pocket watch, a device of unspeakable rarity. The watch keeps perfect time according to the yearly cycle of the sun and never needs winding. The timepiece is solid gold and has two long, thin gold chains that run through a metal loop at the top of the watch.

Mount Celestia: A featureless sphere of gold is used to travel to Mount Celestia. The sphere is 3 inches in diameter and would appear to be nothing more than a valuable bauble if not for the golden glow it always radiates. The glow has the properties of a *continual light* spell.

Pandemonium: This device is a jar perpetually filled with black pitch. When the pitch is spread on a stone wall and the command word spoken, a portal forms in the wall, leading to a cavern in Pandemos. The pitch evaporates after five rounds and magically reappears in the jar.

Ysgard: The device used to reach Ysgard is a prism approximately 3 inches in length. To operate the device, the prism must be used outdoors to create a rainbow on the ground. When the com-

5964

mand word is spoken, the rainbow grows out of the ground and rises up into the sky. The rainbow lasts for one turn. Anyone who steps onto the rainbow is whisked up the colored path and into the Plane of Ysgard.

In Ravenloft: The catalogue works almost as described. The sole exception is that there is almost always an additional item required besides the money to acquire the device. Some sample items are a drop of vampire's blood, a feather from a wereraven, a stone from the temple of Gehenna, and so on. If some money and the items are placed upon the book, the magical device appears.

The device that appears is one of the few ways to leave the Demiplane of Ravenloft. However, in Ravenloft there is a 20% chance of a malfunction, far greater than the normal 5% chance. The device vanishes when used, whether successful or not. If unsuccessful, the character remains in Ravenloft.

Tub

A magical tub is 3 feet in diameter, has sides 18 inches high, and rope handles. It is made entirely of plain, unmarked wood; encumbrance is 30 pounds.

Bath

XP Value: 1,000 **GP Value:** 5,000

Wizard's Challenge

This large oval tub is made of fine wood trimmed with brass. At the pronunciation of the command words "bath time," the tub fills with warm water. When the user says "bath over," the water drains away. It can be used three times a day.

of Fat

XP Value: 300 **GP Value:** 1,500

The Book of Marvelous Magic

This tub appears identical to a *tub of lard*, but when commanded to produce lard it causes the user to increase in weight by 50% instead. The weight appears simply as extra pounds of flesh. The extra weight breaks the straps of any armor worn, causing it to fall off immediately—this does not harm any enchantments and repairs are easily made by a leatherworker for a moderate fee. Clothing worn beneath the armor bulges but is not harmed. The extra fat can be removed quickly only with a *heal* spell, a *wish*, or a *remove curse* from a caster of 26th level or higher. The fat may also be removed by fasting for one week, but the character's Strength, Dexterity, and Constitution drop to 3 during this time; he or she regains 1 point per day of full rest thereafter until back to normal.

of Lard

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

When this tub is touched and commanded to function, it creates 1 cubic foot of greasy lard. Anyone handling the lard must wipe it off carefully afterward or have a 75% chance of dropping any item picked up or used (weapon, wand, anything solid). The lard may be smeared on 100 square feet of surface; any creature crossing that area thereafter must move at half normal rate and must make a saving throw vs. spell or fall. A fallen victim cannot rise by physical effort but may crawl off the larded area in one round. The lard vanishes in one hour; the tub may be used once a day.

of Sailing

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This tub is identical to a *tub of lard*, but cannot create anything. If placed in any liquid, it floats and can support up to 500 pounds of weight without sinking. If a creature sits in the tub and commands it to sail, it moves at a movement rate of 18. It is not affected by wind but is easily damaged (5 hull points, AC 9).

Taryn's

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 43

Although this item appears as an ordinary wooden bucket, when the command word is spoken it expands into a wooden tub filled with comfortably hot water capable of holding up to six people. Twenty-five percent of the time, a wooden shelf also appears, it is attached to the tub and has chilled goblets of white wine resting on it. The tub shrinks back into a wooden bucket upon command.

of Washing

XP Value: 800 **GP Value:** 4,000

The Book of Marvelous Magic

Upon command, this tub magically fills with soapy water. Any items placed in the water and removed immediately are completely clean and dry; the water removes stains or dyes, even if magical, and works on creatures and objects. The tub functions once a day; the water disappears one hour after its creation.

Tunic

A tunic is a simple, straight garment similar to a modern "T-shirt." Usually sleeveless, tunics were worn by all classes of Roman and medieval societies, chiefly differentiated by the ostentation of the embroidery work embellishing them.

of Glory**XP Value:** 4,000**GP Value:** 40,000

Twilight Calling

The *tunic of glory* has the powers of an *antimagic shell* (as the spell), useable three times a day, and *haste* (as the spell) useable twice a day.

Wizard's**XP Value:** 500**GP Value:** 3,500

The Emirates of Ylaruam

This elegantly embroidered tunic was created by a master craftsman and wizard for a sultan. Its power is to reveal the silhouette of one's perfect mate. The tunic was stolen from the craftsman by the sultan's jealous vizier, who subsequently disappeared.

Turban

A turban is a long strip of fabric wrapped around the head. It is common in the Land of Fate. If wrapped around a skull cap, a turban forms a flattened sphere. If wrapped around a fez or other support, the turban is taller, rounder and more impressive. A turban wrap is often held in place with a pin or brooch, particularly if the wearer is wealthy or powerful.

Feather**XP Value:** 900**GP Value:** 4,500

Secrets of the Lamp

This magical turban, made of woven peacock feathers, can create a *gust of wind* up to three times a day. In addition, it allows the wearer to assume the form of a *wind shadow* once a day and to summon a *wind carpet* once a month.

of Multiplication**XP Value:** 400**GP Value:** 2,000

Assassin Mountain

This turban is permanently enchanted to create *mirror images* of the user once a day as if cast by a 12th-level wizard.

of Silence**XP Value:** 600**GP Value:** 3,000

Assassin Mountain

This turban is enchanted to radiate a permanent *silence*, 15' radius, around the wearer. *Silence* can be activated up to three times a day and can be canceled by the wearer's mental command.

of Tusmit**XP Value****GP Value**

Brown: 500

2,000

Gray: 1,000

3,000

Black: 1,000

2,000

Red: 1,000

2,500

White: 1,500

3,000

GREYHAWK Adventures

These colorful garments have been used for many purposes in Tusmit. Some of these turbans have brought their owners great wealth and fame, while others have caused their owners terrible suffering. Each turban can summon one of the geniekind each week. The genie's reaction and the course of the action is decided in play. There are five turbans, each of a different color:

Roll	Color	Turban Type
01-20	Brown	<i>Turban of Jann Summoning</i>
21-40	Gray	<i>Turban of Djinni Summoning</i>
41-60	Black	<i>Turban of Dao Summoning</i>
61-80	Red	<i>Turban of Efreeti Summoning</i>
81-00	White	<i>Turban of Marid Summoning</i>

The *summoned* genie must obey the first order of the turban wearer. From then on there is a 5% cumulative chance per additional order that the *summoned* genie may ignore the order and attack the summoner. There is no way to tell how many times a turban has been used. If the genie is killed, the turban is useless.

Turret**XP Value****GP Value**

Light +1: 800

4,000

Light +2: 1,600

8,000

Light +3: 3,200

16,000

Medium +1: 1,000

5,000

Medium +2: 2,000

10,000

Medium +3: 4,000

20,000

Heavy +1: 2,000

10,000

Heavy +2: 4,000

20,000

Heavy +3: 8,000

40,000

War Captain's Companion

Somewhat rare items, magically enhanced *turrets* are a highly desirable addition to any ship or stronghold. About 10% of all magical *turrets* are magically stabilized. They are nonprotective, but give a bonus to the attack roll of the weapon.

Most magical *turrets* are *protective turrets*. These *turrets* add a magical plus to the standard -4 AC bonus that nonmagical protective *turrets* provide. For example, a turret +2 would give the crew a total AC adjustment of -6; an AC 7 crew would be AC 1.

Secondly, the *turret* takes the brunt of any

5977

magical attack. If it makes its saving throw, then the protected weapon is unharmed and the crew saves for half damage or none, with a bonus of +4. If the turret fails, its protective value is destroyed and the crew and the weapon save normally. Magical *turrets* use the same amount of space as nonmagical turrets.

The table above assumes the magical *turret* is ceramic. Subtract 25% from the values if the *turret* is bone or thick wood. Add 25% if the turret is metal. Stone *turrets* are possible only to races that can manipulate stone (such as xorn and pech).

Turrets are usually used with ballistae, catapults, and jettisons.

Tvashtri's Pinwheel

XP Value: 7,000

GP Value: 35,000

Legends & Lore

The avatar carries a pinwheel that negates magic within 100 feet when he blows on it (as an *antimagic shell*).

Tzolo's Guardian

XP Value: 16,000

GP Value: 80,000

DUNGEON Magazine 37

This powerful, sorcerous, human size creature, a gift to Tzolo from evil elementals, is a deadly adversary. It wields a *bastard sword* +2 that turns those it strikes to stone on a natural 20. The *guardian* has 18/99 Strength (+2 to attack rolls and +6 to damage with the sword). It attacks with the blade for 1d8+8 points of damage (including Strength and magical bonuses), and a combination bite/tusk attack for 2d6 points of damage. These attacks can be directed at two separate individuals simultaneously.

The *guardian* can survive in both earth and water elements. At will, it can cast *detect good*, *detect invisibility*, *water breathing* (on another), and *dispel magic* (at the 16th level). Three times a day it may cast *fly* (12th level), *passwall*, *water walk*, and *ice storm*. Once a day it can cast *conjure elemental* (earth or water, 12-HD), *transmute rock to mud*, *transmute mud to rock*, *stone shape*, and *stone tell*. The *oval stone* it possesses allows it to cast a *sink* spell once a week and *wall of stone* spell twice a day.

The *guardian* is not affected, either directly or indirectly, by any earth or water, therefore it is unharmed by certain spells (*transmute rock to mud*, *flesh to stone*, *earthquake*), cannot be drowned, and cannot be attacked by creatures from the Elemental Planes of Earth or Water or the Paraelemental Plane of Ooze. The guardian takes half or no damage from cold, acid, and electricity. If poisoned, it is unaffected and can return the toxin in a spray through its trunk (a cloud of poison 8 feet in diameter, which dissi-



pates in two rounds). It is immune to all illusions and has a magic resistance of 50%. A +2 or better weapon is needed to hit the guardian, and it regenerates 3 hp per round. After it is slain, the guardian continues regenerating and revives when it reaches 50 hp to seek out and destroy its attackers.

Tzolo's guardian can be permanently slain only if burned by magical fire after it is reduced to 0 hp. Until it is permanently slain, none of its possessions can be removed; they are attached to the creature. When it has been permanently slain, the creature and its possessions are turned back into marble. At this point, the *oval stone* may be taken from *Tzolo's guardian*.



Universal Solvent

XP Value: 1,000

GP Value: 7,000

Unearthed Arcana

Also known as the *ultimate solvent*, this strange, magical liquid appears to be nothing more remarkable than some sort of minor oil or potion. In fact, upon first examination it seems to have the properties of both *oil of slipperiness* and a *potion of delusion*. However, it is applied to any form of adhesive or sticky material, the solvent immediately dissolves it. Thus, for instance, the effects of *sovereign glue* are immediately negated by this liquid, as are those of any other forms of cement, glue, or adhesive. The area of effect of this liquid is 1 cubic foot per ounce, and a typical container holds 27 ounces. If the liquid is carefully distilled to bring it down to half of its original volume, then each ounce will actually dissolve 1 cubic foot of material, organic or inorganic, just as if a *disintegrate* spell had been employed. To find if a target is affected by this concentrated solution, a successful attack roll is required, and the subject is then also entitled to a saving throw vs. spell. Inanimate objects are automatically affected by the solution; however, for such items of magical nature a saving throw vs. spell applies.

Unseen Ship Crew

XP Value: 2,500

GP Value: 25,000

War Captain's Companion

When activated, this magical item (often a bosun's whistle) summons an *unseen crew* that increases the size of a ship's crew by 50%. The *unseen crew* are effectively *unseen servants* that perform sailors' tasks (manning sail booms, working rudders, manning oars, scrubbing decks, and the like, depending upon ship design). The item can be used once per day for 1d4+4 turns, but cannot be activated in the phlogiston.

Though the *unseen crew* is invisible, some of them can be seen occasionally as they pass through the magical currents of the spelljamming helm. Though these sightings may occur as often as once per turn, the glimpse is only for a brief second.

The *unseen ship crew* works stations that are not currently manned. If an oar is unused, the *unseen crew* mans the oar, but if a three-man oar was currently manned by only one individual, they would let it alone, manning something else instead. The *unseen crew* takes proportional losses as if they were 1 HD sailors (including area effect weapons), but can be used the next day.

Captains who possess this magical item tend

to have very superstitious crews. Whenever the ship comes into port, the crew often speaks of ghosts manning the sails, throwing a life preserver overboard to a fallen comrade (whether to an *unseen crewman* or a real one), or looking out from the crow's nest.

Urn

An urn is a vase with a rounded bottom and a wide mouth. Urns have round or fluted bases to keep them upright. Most urns also are equipped with tight-fitting covers. These vases tend to be highly decorative, and usually are made of precious materials or heavily ornamented or both.

of Ashes

XP Value: 800

GP Value: 4,000

The Book of Marvelous Magic

This ornamental container is 18 inches tall and 4 inches in diameter. When found, it contains ashes, the remains of some creature or another (determined at random). If the ashes are burned in reverse by using *blackflame*, the immolated creature reforms and awakens. It understands and obeys the user for a month and a day, or until slain.

of Awakening

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

This urn is identical to an *urn of ashes*, but when the ashes are restored by *blackflame*, they form a liquid. This magical fluid can awaken any sleeping creature, even if powerfully cursed or forced to sleep. The urn then becomes nonmagical but is worth 1,000 gp if sold. If the ashes are removed, they are useless.

of Curses

XP Value: —

GP Value: 800

The Book of Marvelous Magic

This urn appears to be and functions as an *urn of ashes*. However, any priest within 30 feet loses some ability to *turn undead*. Any result of "T" (an automatic T or a successful roll for a number) has no effect; only "D" results apply normally (see **Table 47** in the *DMG*). If the ashes are recovered by *blackflame*, an undead creature (determined at random) is created and attacks the user.

of Hindsight

XP Value: 4,000

GP Value: 20,000

Wonders of Lankhmar

This urn allows the holder to see into the past of all those who are within a 10-foot radius. The glimpse is so completely accurate that the

5985

holder can even smell the odors and taste the tastes of the past being viewed. These feelings from the past are so vivid that the holder is able to recall all of them as long as he is in contact with the urn.

The urn, unfortunately, has a side effect. While the possessor has it, there is a cumulative 1% chance per use that the user goes insane. This insanity manifests itself as egomania and acute paranoia. The user eventually believes that even a spouse or dearly loved partner is out to steal the magical item, or is out to kill him or her. The side effects wear off in the number of weeks equal to the number of times the item was used. In other words, if the item was used ten times, and the user became insane, it would require 10 weeks for the user to become sane again, once the urn was taken from his or her possession.

of Water Purification

XP Value: 2,000 **GP Value:** 10,000

War Captain's Companion

This magical copper urn purifies all water placed into it. It has the capacity to hold 30 gallons of fluid, which it purifies at the rate of one gallon per turn. (In the phlogiston, the purification rate drops to one gallon per hour.) The urn removes all trace of pollutants, disease, alcohol, poison, salt, dirt, and every other known and unknown thing from the water. All that is left of 100% pure water—the urn even turns milk or juice into pure water.

The urn looks much like a large jar, with several brass bands reinforcing its curving sides. It has a copper lid which is used primarily to keep excess dirt out, and to keep the water from evaporating too quickly. The lid is nonmagical.

Utensil

Utensils are a general group of items that are used during meals.

Roll	Utensil Type
01–20	Butter Knife
21–40	Carving Knife
41–60	Fork
61–80	Serving Spoon
81–00	Sipping Spoon

Birth Spoon

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This silver spoon functions only when placed in the mouth of a baby not more than one day old. It may be immediately removed but must be kept in the dwelling where the babe was born. Sometime in the first year of life, the lucky baby inherits from a long-lost, forgotten relative a fortune of at

least 1,000 gp but not more than 50,000 gp. If the spoon is stolen, a curse of bad luck falls upon the baby, and all money and items owned are lost.

of Cleanliness

XP Value: 50 **GP Value:** 250

DRAGON Magazine 73

This item may be any utensil or plate. When left in a bucket overnight, the object sheds all dirt, which gathers on the bottom of the bucket to be discarded. While in the bucket, the object cannot be reached by insects, and no odor is emitted.

of the Cultured Palate

XP Value: 400 **GP Value:** 2,000

POLYHEDRON Newszine 90

These eating utensils are usually of the highest quality workmanship, though they may be made of almost any material. They consist of a cup, knife, fork, and spoon, normally very ornate and usually carried in a special pouch or box.

When used, the utensils make any food or drink—no matter what its quality or age—taste like any food or drink the consumer desires. The food is as nutritious and satisfying as the imagined meal. The quantity of the food is not affected.

of Etiquette

XP Value: 700 **GP Value:** 3,500

DRAGON Magazine 73

This item is an ordinary-appearing set of cutlery that enables the user to eat in accordance with the standards or manners of any group with whom he or she shares a meal.

of Eating

XP Value: 100 **GP Value:** 500

DRAGON Magazine 30

Perhaps to avoid tasting the food, Orlow also created the *spoon of eating* that enabled him to eat an entire day's rations in one bite without indigestion.

of Medication

XP Value: 1,000 **GP Value:** 10,000

The Book of Marvelous Magic

When filled with honey and served to any creature, this spoon removes any and all ordinary diseases afflicting the recipient. It does not cure lycanthropy or magical diseases. The spoon may be used magically once a day.

of Mixing

XP Value: 1,500 **GP Value:** 15,000

The Complete Wizard's Handbook

This spoon increases the chance of successfully combining magical potions to create a new effect. When combining potions as per the

5993

Potion rules in the *DMG*, the percentile dice roll on **Table 111** is modified by +10 when using the *spoon of mixing*. Treat all results greater than 00 as 00. Note that by using the *spoon of mixing*, there is no chance that the combined potions create an explosion, a lethal poison, or a mild poison.

Murlynd's

XP Value: 750 **GP Value:** 4,000

DUNGEON MASTER Guide

This unremarkable eating utensil is typically fashioned from horn. It radiates a dim aura of conjuration if detection is performed successfully. If the spoon is placed in an empty container, a bowl, cup, or dish, the vessel will fill with a thick, pasty gruel. Although this substance has a flavor similar to warm, wet cardboard, it is highly nourishing. It contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon will produce sufficient gruel each day to feed up to four humans.

In a DRAGONLANCE Campaign: *Murlynd's spoon* does not exist on Ansalon.

Musical

XP Value: 100 **GP Value:** 1,000

The Book of Marvelous Magic

This item is useless by itself, but when two musical spoons are rapped together, they have several effects:

- All within 30 feet of the noise are immune to magical songs and other sound-based effects (such as the *charming song* of a harpy).
- The user may dispel any one *silence 15' radius* priest spell effect within 120 yards if desired, even if the spoons are used within silence.
- The user may cast a *silence 15' radius* spell to a range of 180 yards.

The spoons function as long as they are rapped together, but only one *silence* spell may be cast or negated each turn.

of Sticking

XP Value: 50 **GP Value:** 500

The Book of Marvelous Magic

This cursed spoon appears and is used as a *spoon of medication*. However, in addition to curing disease, it also sticks in the recipient's mouth and cannot be removed until a *remove curse* is applied by a caster of at least 15th level. The victim cannot speak or cast spells with verbal components until the spoon is removed.

of Stirring

XP Value: 100 **GP Value:** 500

DRAGON Magazine 30

The *spoon of stirring* was developed to aid in baking. On command, this spoon stirs any substance up to the consistency of bread dough until ordered to stop.

of Stirring II

XP Value: 500 **GP Value:** 1,500

Unearthed Arcana

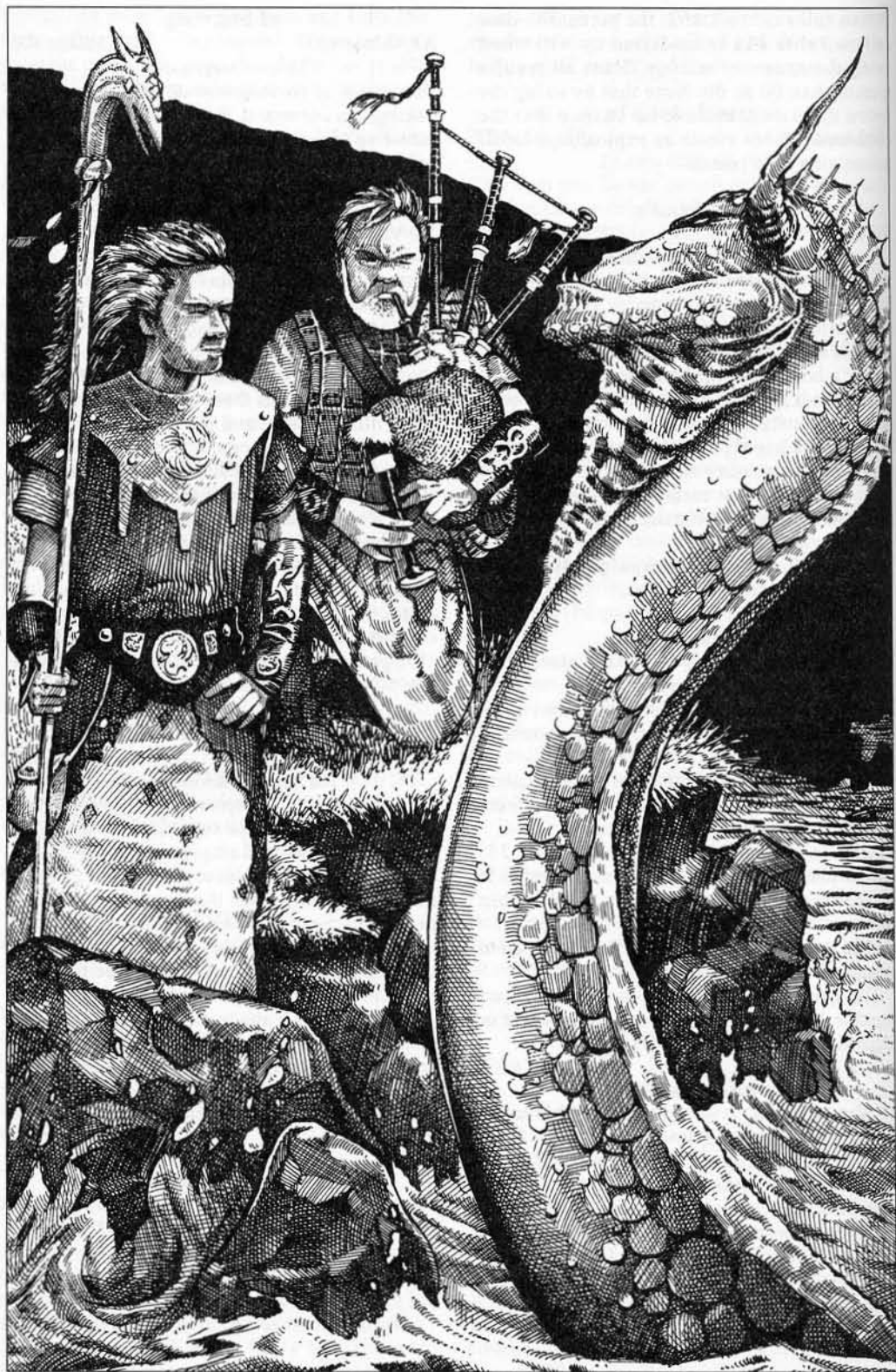
Appearing as a normal spoon of an unremarkable sort, this instrument does not radiate magic unless it is dipped into a magical potion. Immediately upon being inserted into a magical liquid, the spoon gives off a burst of the alteration magic. The liquid is then magically altered into some other potion, and the spoon seems to be normal again. The spoon can be taken out of the liquid and used repeatedly. If the same potion is treated thus more than three times, the liquid loses all of its magical properties, becoming a noisome liquor of no value whatsoever. To find the type of potion produced by the spoon, use the random tables in this encyclopedia or those in the *DMG*. If the result is the same as the previous contents, then the appearance of the liquid has changed and the strength of the stuff is twice (01-50) or half normal (51-00).

of Sugar

XP Value: 100 **GP Value:** 500

The Book of Marvelous Magic

Upon command, the *spoon of sugar* fills with magical sweetener. The sugar attracts the attention of all normal and magical insects within 30 feet. Giant-sized insects are permitted a saving throw vs. spell to resist the effect, but with a -4 penalty to the roll. When attacking an attracted insect, the attacker gains a +4 bonus to the first attack roll, but the insect is then free from the magical attraction and its effects, even if the attack misses. An attack on one insect does not disturb the others. If sugar is removed from the spoon, it lasts for one turn. If the sugar is eaten by insects while in the spoon, the spoon is destroyed. The spoon produces the magical sugar once a day.





Vainamoinen's Tears

XP Value: 1,000

GP Value: 5,000

Gods, Demigods, and Heroes

When and if Vainamoinen's avatar cries, he spills 2d10 tears that turn into 5,000 gp value blue pearls. You will not find them just lying around Lapland though, for he collects these "gems."



ald River. Asterius, though, cleverly foiled some of the sheath's restrictions. By reciting certain spells backwards, Asterius provoked the sheath's movement back in time—and that, in turn, repeated the recitation of the spell forward, triggering its effects.

Vane of Location

XP Value

GP Value

Greater: 2,000

10,000

Lesser: 1,000

5,000

War Captain's Companion

This divination device is usually mounted on the foredeck, in the vicinity of a *spelljamming helm*, or in sight of the navigator. To activate the greater vane, the helmsman merely needs to ask it where a certain location is—crystal sphere, planet, or similar celestial body, and the vane of location points in the immediate direction (even up or down).

The vane points in the direction of the body last requested until the ship arrives at that location; at which point it spins around slowly, waiting for its next command. The *vane of location* cannot be used to find the location of a specific individual or item. If the vane is set for a specific location, and a new location is wanted, a *dispel magic* spell must be cast on the vane to make it ready to receive the new command.

If a location specified cannot be determined from another (two bodies with the same name), the crystal sphere name must be given as well. Lesser vanes, of half value, are keyed to the countries and cities of specific spheres.

Vampire Sheath

XP Value: 25,000

GP Value: 125,000

Nightstorm

This device can only be created by Ultimate-level Immortals; Thanatos is the only Immortal known to have used it.

The sheath can imprison an Immortal victim. It draws on the victim's own power to trap the prisoner in a pocket dimension, accessible only through the Time Stream. Whenever the victim tries to exert power, the sheath feeds on the power and shifts the victim back a few seconds in time to the point before he or she decided to use the power. Thus the victim remains perpetually on the verge of action, without acting.

To an onlooker in the Time Stream, the shift backward in time makes the sheath appear to recede. All objects that move forward in time appear to approach the observer.

Thanatos trapped the Immortal Asterius in this sheath shortly after the other Immortals were lured back to the headwaters of the Emer-

Veil of X-Ray Vision

XP Value: 1,000

GP Value: 5,000

Thieves of Lankmar

This appears to be a strip of fine, diaphanous cloth about 18 inches long and 4 inches wide. If bound over the eyes like a blindfold, it endows any wearer with the ability to see clearly through objects as though those objects were clear glass. The thickness through which the wearer can see depends on the material observed through.

Material

Thickness

Lead	½ inch
Other metals	2 inches
Stone	2 inches
Wood	6 inches
Other common building materials	6 inches
Flesh	12 inches

It also gives the wearer the ability to see clearly in fog, smoke and other visibility-reducing

6003

conditions (whether natural or magically induced). The veil has a number of obvious uses for a creative thief: seeing through walls or into locked boxes, and the like. It also gives thieves a 30% bonus to their Open Lock rolls—to a maximum of 98%—whether the locks are key or combination (the thief can see the tumblers within the lock). It gives nonthieves a 10% chance to pick a lock (they still require suitable tools, however). The veil can be used for a maximum period of 20 minutes (two turns) per day after which time it ceases to function for an entire day.

Vest

A vest is a close-fitting, waist-length piece of clothing. It is sleeveless, buttons tightly at the midriff, and opens at the chest to display a bit of shirt, and, perhaps, a neckerchief or cravat beneath.

of Attraction

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

This cursed vest functions as a *vest of missile protection* but also causes all incoming missiles to score maximum damage per hit (each arrow automatically inflicting 6 points, a sling stone 4 points, and so on). The vest cannot be removed until a *remove curse* is applied.

of Missile Protection

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This cloth vest is of quite normal appearance but absorbs 10 points of damage per round from normal missiles. Excess damage affects the wearer normally. The vest is useless when worn under metal armor and cannot fit over it; it functions normally when worn under leather armor or in addition to normal clothing or robes. It has no effect on Armor Class, magical attack forms, or enchanted missiles such as magical arrows.

Vestments of Power

XP Value	GP Value
Greater: 3,000	30,000
Lesser: 1,800	18,000

Halls of the High King

Priests of many faiths in the Realms possess ceremonial robes. Almost 25% of all 7th-level or higher priests encountered in their homes, temples, or holy places will have access to magical robes. In most cases, these are vestments of power. Appearing only as unusually fine religious garments of the style, fabric, and hue normal to the faith, these robes possess magical powers as detailed below and may be worn and used in con-



junction with other protective devices and magic items.

Lesser Vestments: The wearer receives a +3 Armor Class bonus, and a +4 bonus to all saving throws, while wearing the vestments. No attack or damage bonuses are gained. The vestments also provide the wearer with protection equivalent to the 3rd-level wizard spell *protection from normal missiles*, the 1st-level wizard spell *feather fall* and a *ring of fire resistance*.

Greater Vestments: These robes provide all the powers and protections of lesser vestment and two additional powers, both usable three times in any one-day period. These powers are *true seeing* and *dimension door*. The former power is equivalent to the 5th-level priest spell (no ointment is required), while the latter power is equal in efficacy to the 4th-level wizard spell, as if cast by a 10th-level wizard (the one-round recovery period is retained).

Greater vestments possess a secret command word. If spoken when the robes are touched but not worn, the robes will become *invisible*, and *levitate* in place, not moving unless physically snatched from their waiting location. The command word must be spoken backwards within 60 feet of their present location (they may have been moved from their original location by any number of disturbances) to make them reappear and cease *levitation*. *Invisibility* and *levitation* can continue for centuries if not commanded to

6007

cease. Note that the protective powers of a *greater vestment* do not function while it is *invisible* and *levitating*.



Vial of Durance

XP Value: 3000

GP Value: 15,000

Nightrage

This small iron vial, 3 inches long and 1 finger's breadth in diameter, can confine one or more magical creatures indefinitely. The tube contains no opening, but the silver runes engraved on it often include the words of command necessary to trap and release a captive. It often appears as an ornament on a necklace or bracer.

When the user holds the vial within 6 feet of a magical creature and speaks the command word of trapping, all magical creatures in the vicinity must make a saving throw vs. spell. A failed roll means the creature is absorbed into the vial. The user and all nonmagical creatures are immune to the effect.

When empty of captives, the *vial of durance* can be destroyed easily. While the vial holds its captive, it has an AC equal to the captives' best AC, and hit points equal to the combined total of all captives. Damage to it damages all the captives as well. If the vial is destroyed, all captives reappear, dead.

Captivity lasts until the user holds the vial and speaks the command word of release. At once all creatures held in the vial are released

(unless they desire otherwise). They reappear in the nearest open space large enough to hold them, and they have immunity against subsequent captivity in that vial. The former captives have no obligation to their captor or to those who freed them.

Durance vials are intrinsically evil and therefore quite rare. Good heroes often feel honor-bound to free their captives and destroy the vials. If sold intact, the vial is worth about 3,000 gp.

Koresh Teyd received his vial from Thanatos. However, evil alchemists in the Known World have been known to manufacture them, so the vial doesn't necessarily imply Immortal magic.

Violets of Pain

XP Value: —

GP Value: 100 Per petal

New Item

Violets of pain are wildflowers that are commonly found on all worlds. They are deep purple in color, and very pleasing to the eye. *Violets of pain* are prized by evil wizards as ingredients for certain spells, and by the ruthless for the properties of its refined poison—colorless, odorless, and tasteless, it cannot be detected by any known methods.

When they are picked with bare hands, *violets of pain* secrete a virulent toxin that immobilizes unprotected pickers for 1d4 rounds (0 onset time), causing severe agony and 1d6 points of damage each round. A successful saving throw vs. poison reduces the damage by half, but a *cure serious wounds* spell must be cast in order to heal the damage.

Violin

See **Stringed Instrument**

Violin Rack

See **Stringed Instrument**





Wands

Wands are 1½ feet long and slender. They are made of ivory, bone, or wood and are usually tipped with something—metal, crystal, or stone. They are fragile and tend to break easily. Because of this, they are often kept in cases.

Wands perform at 6th level of experience with respect to the damage they cause, range, duration, area of effect, and so on, unless otherwise stated. At the DM's option, 1% of all wands can be trapped to backfire.

Wands are powered by charges, each uses costing one or more charges (depending on the item). When created, a wand typically contains 1d20+80 charges. Captured wands taken from a defeated foe often have far fewer charges. Wands never have a greater number of charges than those listed. Most wands can be recharged according to the rules for making magical items.

When a wand runs out of charges, it can no longer be recharged. Alternatively, the DM can rule that the wand immediately crumbles into dust (settling the issue) or it has become a useless stick.

Command Words (Optional Rule): Like rods and staves, wands can require the utterance of a command word or phrase to operate and, like those other items, the key is seldom found in the lock. The DM can rule that the command word is etched in magical writing on the wand (requiring *read magic* to translate) or require the characters to use such methods as *commune* spells or expensive sages. If the DM chooses not to use this option, ignore references to command words in the item descriptions below—all items simply work.

Almen's Wand of Illumination

XP Value: 2,000

GP Value: 10,000

1992 Fantasy Collector Card 262

Almen's wand was bestowed on him by Lathander as a scourge to all undead. It has only one power of a *wand of illumination*—it wields an enhanced version of the *sunburst* effect. When Almen holds the wand above his head and speaks its command word, the tip of the wand ignites with a brilliant, greenish-white light, effectively creating sunlight in a 120' radius. Any undead within 40' of the wand suffer 6d6 points of damage per round; the wand continues to glow for 1d6 turns.

of Animal Location

XP Value: 1,250

GP Value: 10,000

DRAGON Magazine 73

A wooden wand. When used with the proper words, the wand points toward any animal lost by

the person holding the wand or by his employer. The wand cannot detect any animal over the horizon.

of Animation

XP Value: 2,500

GP Value: 15,000

POLYHEDRON Newszine 47

These rare wands are crafted of crystal and tipped with a small golden orb with a faceted emerald in its center. When the command word is spoken, the wand enables the owner to animate any non-living object within a 20' radius, with the following effects:

Animate dead: When this power is used, 1d3 corpses in the wand's area of effect will be animated for 3d10 rounds. The animated creatures have 1 Hit Die and can follow simple orders. This ability drains one charge.

Animate object: 1d3 objects less than 3'x3'x3' can be animated through this ability for 3d10 rounds. One charge is drained when this power is used.

Animate Weapon: This ability causes one weapon of the wielder's choice to become animated for 1d6+9 rounds. The animated weapon will dance (as a *sword of dancing*), attacking as a 5th-level fighter. Weapons held by unwilling creatures cannot be animated. This ability drains two charges.

The wand is rechargeable and is usable only by wizards.

Anything

XP Value: 2,500

GP Value: 12,500

Unearthed Arcana

This device will perform as if it were an ordinary *wand of wonder*, although it will have no more than 50 usages before being totally expended. In addition, it has three other special uses: Upon command, it will perform as if it were any other sort of known wand, but it can only duplicate the effects of any given wand once. If it is commanded to duplicate a single kind of wand more than once, the second or third such command will have no effect—and after three such demands, successful or not, the wand will be totally drained and useless. The item cannot be recharged.

of Arc Lightning

XP Value: 5,000

GP Value: 40,000

POLYHEDRON Newszine 82

The wizard Tesla created these wands. They have all the powers of normal *wands of lightning*. However, they have additional powers when used in matching pairs. When commanded, a pair of wands generate an *arc of lightning* 5 feet wide that jumps from one wand to the other. Everything in the area of effect suffers 6d6 points of

6014



electrical damage (save vs. wand for half damage). One use of this feature drains two charges from the initiating wand and one from the receiving wand. The length of the arc is a minimum of 2 feet to a maximum of 30 feet.

of Armory

XP Value: 600 **GP Value:** 3,000

Curse of the Azure Bonds

When touched to a target individual, this wand provides the target with an *invisible field of force*, providing AC 0 for six rounds. The field absorbs all *magic missile* attacks and all electrical-based attacks (including magical ones). Other spells will affect the target normally. A *dispel magic*, *disintegrate*, or *limited wish* will bring down the field, not affecting the person behind it.

of Armory II

XP Value: 600 **GP Value:** 5,000

The Magister

The long-ago wizard Hosta worked on this device for many years, and he had many apprentices; not a few of them carried the knowledge of making the complete and final item away at his death. The sorceress Myschanta of Arabel is known to possess one; others are in the royal treasuries of Cormyr and Aglarond. Many other specimens of this wand are believed to survive—most (since Hosta lived in the North) probably now lie in tombs or dragon hoards.

One used in a tavern brawl in Waterdeep many years ago had the command word "Plessendar"; the tome *High Magic of Mirabar* lists among the treasures of that city a *wand of armory* (since gone missing) with the command word "Skulpin." Elminster suspects that the parchment found behind paneling in the throne room at Suzail, which bears only the word or name "Ailun," preserved the command word of Azoun II's vanished *wand of armory*.

When touched to a target creature (or activated upon the wielder's person), this wand envelops the recipient from head to foot, and on all sides, with an invisible, magical *field of force* which slows and deflects physical attacks, affording the equivalent of Armor Class 0 protection.

This *field of force* can be destroyed by *dispel magic*, *limited wish*, *disintegrate* (which does not affect the protected person, however), or similar, stronger spells; otherwise it lasts for six rounds. During this time it absorbs *magic missiles* and all electrical attacks (including magical ones) so that they do no harm to the wearer—or anything else coming into contact with the field—but otherwise does not affect spells cast into, or out of, its confines.

The "force armor" may be cast over and in addition to real, physical armor worn by a target, and completely covers any size M or S creature (who need not be conscious, living, or even willing to be so protected; no saving throw allowed). Size L creatures have only their heads and torsos protected by the *field of force*. All classes may use this wand, which cannot be recharged. Each use of the wand drains one charge.

of Banishment

XP Value: 5,000 **GP Value:** 30,000

Waterdeep and the North

Savengruff was a young magic-worker of Waterdeep who fell in with a band of reckless adventurers and was slain in battle with a beholder. His corpse was found by the Archmage Khelben "Blackstaff" Arunsun, who arranged for his *resurrection*. Savengruff became a loyal apprentice but has devoted much of his time since then to devising means of avoiding fearsome beings—and another death like his first.

The *wand of banishment* was one result. Savengruff made over a dozen of these before he vanished into other planes than this; most passed into the hands of good wizards across the North, one Savengruff took with him, one he gave to Khelben, and he is thought to have hidden away at least one. Elminster gives the command word of one he examined as "Baerlaguth" but has not revealed in whose possession the wand was (or is now).

This wand is usable only by wizards; it cannot be recharged, and each use (effective or not) drains one charge. Upon command, a needle-thin ray of flickering green light shoots from the wand's tip up to a distance of 40 feet, striking a single target creature (the target is allowed a save vs. spell at -1; a successful save means the ray missed). Creatures struck by the ray are affected as follows:

- A summoned creature (from another plane) is instantly *banished* back to its own plane; it must save vs. wand at -4 to remain. If it does remain, it is *held* for one round.
- A creature summoned from elsewhere on the Prime Material Plane (by *monster summoning*, *call woodland beings*, or the like) is driven away; it will leave instantly at a normal movement rate, stopping only to defend itself if attacked, and not return.
- A hostile creature of 2+2 Hit Dice or less (including enemy familiars and homonculi) is affected as if by a *repulsion* spell, for four rounds. The target is allowed a save vs. wand; if successful, the *repulsion* lasts for only two rounds.
- A hostile creature of more than 2+2 Hit Dice must save vs. wand at -4; if successful, it is *slowed* for 1d4+1 rounds (if save is successfully made, target creature is unaffected).
- By draining six charges at once (the power will not work if less than six are left, but any attempt will exhaust the wand anyway), the wielder of the wand may try to *repel* any other wands within 40 feet. Any affected wands (all wands are allowed a save vs. lightning on the saving throw matrix for magical and nonmagical items at -3; if successful, they are unaffected) are instantly, and violently, *telekinesed* away from the wand of *banishment* for 1d6x100 feet of distance, and *held* there for 1d4 rounds. Wands carried in the hand or belt tear free; wands in backpacks and chests will drag the owner or item with them—unless very heavy or bulky, in which case the wand will smash about within the item, perhaps being destroyed (save vs. crushing blow). Note that wands in extradimensional spaces (such as a *bag of holding* or that produced by a *rope trick*) are immune from this effect.

Only one creature can be attacked with a wand of *banishment* per round; the ray will only affect one creature at a time, although it may affect any number of wands. Any given creature can be affected by any particular wand of *banishment* only once every 12 hours; a creature cannot be repeatedly attacked, or attacked a second time or with a different function of the

wand, if an initial attack fails. Subsequent attempts will merely waste charges; a creature that has saved once against the wand (or endured one successful attack) cannot be affected by the wand again until the dweomer built up around the creature by the wand dissipates (which takes 12 hours).

of Beauty and Ugliness

XP Value: 6,000

GP Value: 30,000

POLYHEDRON Newszine 89

These two wands were fashioned using lava from a volcano and are virtually indestructible. The wand of *beauty* can provide 1 point of comeliness for each charge expended, but it can be charged only by beating someone with the wand of *ugliness*. Each strike by the wand of *ugliness* provides one charge on the wand of *beauty* and reduces the victim's comeliness by 1d6 points, though it does no other physical damage. Using the wand of *ugliness* is a chaotic evil act, and continued use eventually changes the wielder's alignment to chaotic evil.

Each strike with the wand of *beauty* adds 1 point of comeliness. When a person attains a comeliness of 18, it requires 20 charges to increase comeliness another point, so a character with a comeliness of 18 must expend 20 charges to attain a comeliness of 19.

History of the Wands: When an evil sorceress created them centuries ago, the wands were thought to be indestructible. However, a group of good wizards and priests worked for months finally to fashion a method for dealing with the foul magical items. They constructed a magical container from the volcano's lava. The container consists of five parts: a sturdy box open on the top, a red velvet cushion with indentations for the wands, a glass lid, and two metal fasteners. When the wands are sealed within the container, all of their effects are immediately reversed. The container is not only indestructible but also sentient—it wants to contain the wands.

Bisselite Wand of Peace

XP Value: 3,000

GP Value: 15,000

GREYHAWK Adventures

This item has served the priests and border guards of the March of Bissel. Once a day it can cause all mortal beings in a 50-foot radius to save vs. wand or become calm and unwilling to fight. Calmed beings will defend themselves against attack but will not attack or otherwise take hostile action. However, those affected do not necessarily become friendly. The duration of the effect is three turns.

Bonewand**XP Value:** 2,000**GP Value:** 12,000

Iuz the Evil

Usable by priests, warriors, or wizards, this black wooden wand may be recharged by the joint efforts of a priest of Iuz and a wizard, both of 12th or higher level. When a charge is used, a volley of sharp bone shards flies from the wand, filling a cone-shaped area 60 feet long, with a 10-foot radius at the terminus of the cone and a 1-foot radius at the tip of the wand, where the effect originates. All creatures within the area of effect suffer 6d4 points of damage from the flying shards. Damage is halved with a successful saving throw vs. wand. The user of a *bonewand* may also create an *animate dead* spell, requiring the expenditure of two charges, but this function is only usable by a priest or wizard.

Buckler***XP Value:** 1,000**GP Value:** 5,000

Unearthed Arcana

This is a short, thick wand about 1½ feet in length with an exceptionally sharp point on one end and a trigger mechanism built into the opposite end, which is blunt. The wand is usable by any character except one of the priest class and can be activated with an initiative modifier of one. When the thick end is grasped firmly, and the trigger pressed, the tip of the wand becomes the equivalent of a *dagger +1* and the rest of the shaft blossoms into a round shield of buckler size having a +1 magic value. The whole becomes equal to a *spiked buckler +1*. Because of its dweomer, it can be employed by wizards, but no spells can be cast when it is in buckler form unless the possessor is a multiclassed character with fighter abilities in addition to wizard abilities. A thief who employs the wand's powers cannot climb walls or perform other abilities requiring the use of his or her hands while holding the device.

of Burdening**XP Value:** —**GP Value:** 2,000

POLYHEDRON Newszine 43

This wand emits a gray beam up to a maximum range of 90 feet. Any creature struck by the beam who fails to make a saving throw vs. wand immediately feels as encumbered as if trying to carry 200 pounds in addition to normally carried items.

of Cluny**XP Value:** 120**GP Value:** 600

POLYHEDRON Newszine 82

A dozen of these wands were created by the wizard Cluny the Great. They were supposed to write his name on any surface in bright glowing letters in a color specified by him, simply by expending

a charge. Unfortunately, Cluny could not spell. The wielder of a *wand of Cluny* can write his or her name in a colorful script on any nonmagical surface by speaking a command word and expending one of the wand's charges. However, the wand will never spell the wielder's name correctly. A *wand of Cluny* is found with 20d20 charges, and the glowing script it writes lasts for 24 hours.

of Cold**XP Value:** 5,000**GP Value:** 40,000

DUNGEONS & DRAGONS Rules Cyclopedia

This wand creates a cone of cold, 60 feet long and 30 feet wide at the far end. All within the cone take 6d6 points of cold damage, but they may make a saving throw vs. wand for half damage.

of Color**XP Value:** 1,000**GP Value:** 7,000

Inside RAVEN'S BLUFF™, THE LIVING CITY

This item, usable by all classes and races, allows the user to change the color of cloth as the *color* spell. Shaped like a fine painter's brush, the wand allows greater precision than a normal casting of the spell. The wand was created to be easily recharged, and a simple casting of the *color* spell will add another charge, up to the maximum of 100 charges.

of Conjuraton**XP Value:** 7,000**GP Value:** 35,000

DUNGEON MASTER Guide

Grasping this device enables a wizard to recognize any cast or written conjuration/summoning spell (*unseen servant*, *monster summoning*, *conjure elemental*, *death spell*, *invisible stalker*, *limited wish*, *symbol*, *maze*, *gate*, *prismatic sphere*, *wish*). The wand also has the following powers, which require expenditure of one charge each:

- Unseen servant
- Monster summoning¹

¹A maximum of six charges may be expended, one per level of *monster summoning*, or six *monster summoning I*, three *monster summoning II*, two *monster summoning III*, or any combination totaling six. The wizard must be of a sufficient experience level to cast the appropriate summoning spell.

A *wand of conjuration* can also conjure up a *curtain of blackness*—a veil of total black that absorbs all light. The *curtain of blackness* can cover a maximum area of 600 square feet (60'×10', 40'×15', 30'×20'), but it must stretch from ceiling to floor, wall to wall. The curtain takes two charges to conjure. The veil of total lightlessness can be penetrated only by physical means or magic.

The wand also enables its wielder to construct a *prismatic sphere* (or wall), one color at a time, red to violet, at a cost of one charge per color.

Each function of the wand has an initiative modifier of +5, and only one function per round is possible. The wand may be recharged.

Continual Light

XP Value: 500 GP Value: 2,500

The Ruins of Undermountain

This nondescript, unshaped stick has one simple spell cast on it: *continual light*. The light cannot be dimmed, so the user must either cast *dispel magic* on it or sheath it in a dark tube-shaped bag. (Often these wands are found with such a bag.)

of Corridors

XP Value: 4,000 GP Value: 20,000

Tome of Magic

This wand allows its user to clear short corridors through the Plane of Elemental Earth and the Quasielemental Plane of Minerals. It does not function on any other plane, although it radiates magic. It is especially useful on the Plane of Minerals since travelers need not contact the sharp edges of the minerals. One charge clears a 10'x10'x50' path. The corridor is completed in one turn. The wand has no effect on animals or living creatures. Thus, if the wand clears a path through a space occupied by an earth elemental, the creature is unharmed but is alerted to persons in the corridor. The wand can be recharged.

Dalamar's Wand of Lightning

XP Value: 4,000 GP Value: 30,000

DRAGONLANCE® Adventures

Though there have been many wands of lightning, this particular wand carries its own curse. Because the wand was used by Dalamar to kill Kitiara, the dead Dragon Highlord unceasingly hunts for the wand and its current owner.

This device works only for spellcasters. The wand casts lightning bolts at 15th-level. It normally carries seven charges and recharges itself at the rate of one charge for every week in which there is a local thunderstorm.

Each time a character uses the device, there is a 5% chance that his location is noted by Lord Soth, who comes to take the wand to his mistress, Kitiara. The death knight appears in 1d10 rounds to claim the prize.

Dark Wand of the Sulhaut Mountains

XP Value: 1,500 GP Value: 8,000

GREYHAWK Adventures

This ebony wand was enchanted by an elf wizard who traveled from Loftwick to the Sulhaut Moun-

tains to hunt down the ancient enemies of his race. The wand is a specialized version of the *wand of enemy detection*. The range of the wand is 10 miles per charge expended. The wand has two functions.

First, it can be used to discover the direction of the nearest drow or drider. The user simply so commands and pivots until the wand reacts.

Secondly, the wand can be used to observe a drow or drider. When pointed in the proper direction and commanded, the wand will create an illusory image of the nearest drow elf or drider in that direction and his or her immediate surroundings. The wand user receives a vague impression of distance (such as, within a mile, within five miles, far away). The image lasts one turn and reveals whatever that drow or drider is doing in some detail, but not enough for the user to be able to read a scroll being read by the subject, for example.

of Darkness

XP Value	GP Value
Greater: 5,000	30,000
Lesser: 4,000	25,000

The Magister

Human and drow wizards acting at the behest of the powerful forces of evil that inhabit the Lower Planes are believed to have made these fell magical devices. They enable the weakest servants of evil to hold their own, and can be found throughout the Realms. They are made of ebony or carved and polished bone, and a few have small, ornamental claws at one or both ends. Elminster warns that they are dangerous to those of good alignment. Demons, devils, illithids, and other creatures of evil seem attracted to the use of such wands. From sources he does not reveal, Elminster reports six known command words for such wands: "Orgul," "Meth," "Kulmur," "Druu," "Ulgukh," and "Ssleer." After the command word is spoken, choice of the wand function is by mental concentration of the bearer.

A *wand of darkness* has four separate functions. It can be wielded by any intelligent, speaking creature of neutral or evil alignment. Creatures of good alignment cannot make the wand function, and suffer 1d2 points of damage per contact with the wand—or, if they grasp it continuously, 1d2 points of damage per round. It can be recharged. The powers of the wand are these:

- It can cause darkness 15' radius, lasting four rounds and centered on the tip of the wand, at a cost of one charge. The bearer of the wand (and anyone else, while touching the wand) can see perfectly in any darkness produced by the wand.



- The wand can be commanded to summon a nightmare at a cost of three charges. The summoning has a 4-in-6 chance of success; the charges are lost even if it fails. The nightmare is brought from an evil Outer Plane and appears in an explosion of black smoke and a brimstone stench within three rounds, whereupon it immediately knows and serves its summoner. It can be commanded to fight on the summoner's behalf, or take the summoner into the Astral or Ethereal Plane. It so serves for nine turns at a time, and then vanishes. If the summoner is then astride it, he or she is taken along for the ride or flung off, usually to be hurt when landing.
- By touch, and at a cost of two charges, a *wand of darkness* can break a *protection from evil* circle or deal any creatures of good alignment 1d4+1 points of fiery damage. Creatures immune to fire, or creatures of neutral or evil alignments, are unharmed, but the charges are lost.
- By touch, and at a cost of four charges, a *wand of darkness* can animate a single corpse of a size S or M creature. A zombie, skeleton, or animal zombie is thus produced and can be commanded by the wand wielder as though an *animate dead* spell had been cast. The undead creature serves until destroyed or until six turns have elapsed, then it collapses. If it is still intact, a corpse or skeleton can then be

animated anew by the expenditure of four additional charges. Attempts to animate incomplete skeletons fail but still drain four charges. The wand cannot be used to control existing undead but only undead creatures created by the wand.

In addition, 10% of these wands are *greater wands of darkness*, capable of summoning a shadow when so ordered. This function has a 1 in 3 chance of success (2 in 3 if in deep caverns or ancient ruins) and expends 4 charges if successful or not. The shadow arrives in three rounds and does not attack any creature holding or touching the wand.

Roll	Wand Type
01-90	Lesser wand of darkness.
91-00	Greater wand of darkness.

of Death

XP Value: 20,000 GP Value: 100,000

Eldritch Wizardry

Orcus holds the *wand of death* (also known as *Orcus's wand*) that is a rod of obsidian topped with a skull. This instrument causes death (or annihilation) to any creature, save those of like status (other fiends, godlings, and similar creatures), merely by touching their flesh.

of Defoliation

XP Value: 1,000 GP Value: 6,000

Unearthed Arcana

This wand is never constructed of any sort of wood; instead, ivory or bone is typically the major component. It has the following functions:

- When one charge is expended, all chlorophyll in a 30-foot radius from the wand is destroyed. Thus, leaves turn to autumnal colors and drop off, grass becomes brown and dry, and so forth.
- When two charges are expended, all normal plant life within the 30-foot radius area of effect withers and dies. Sentient plant creatures and other unnatural sorts of plants will not necessarily be killed, but they will each suffer 1d6 points of damage. If so desired, the possessor of the wand can direct the force of this power into a cone-shaped area of 30-foot length, widening to 10-foot diameter at the farthest point from the wand. Effects are the same as for the spherical area of effect, except that sentient and abnormal plant life within the cone suffer 6d6 points of damage instead of only 1d6. Any plant-creature or other abnormal plant that lies partially within the conical area of effect is entitled to a saving throw vs. wand and if successful takes only ½ damage (3d6).

of Displacement

XP Value: 3,500

GP Value: 25,000

The Magister

This wand is exceedingly rare; probably only a dozen or so exist, and most are in the possession of thieves' guilds in large cities. The inventor is thought to be the long-ago wizard Schollus, who made a few (which he sold for vast sums of money) before disappearing forever into other planes. He alone knew the secret of their making.

These wands are among the most closely guarded (and eagerly sought) treasures of dweomercraft. The Guild in Baldur's Gate is known to hold one, and it is thought that another lies in the hands of thieves in Hillsfar. Several are rumored to be in the rich cities of the South (due to the number of inexplicable thefts there), but the precise whereabouts of none can be heard or read. Elminster can only give a partial set of command words for but a single wand (which one is not known), from all his books of lore; three of the six words for that wand are: "Tamyrr," "Urem-bom," and "Lairu"

A wand of displacement can teleport without error single pieces (or several pieces fastened together in some way) of nonliving material (which may be organic or formerly alive) up to 160 feet away from their initial position. The wielder must touch the material to be teleported with the wand while speaking a command word, and later touch the intended new location of the material while speaking the same command word. The material will then be teleported from one location to the other within one segment. Once the teleport has been accomplished, the command word can be used for another object.

Magical items (or any items bearing a dweomer) may be transported without affecting their magic in any way, but the following limitations apply: If the material is of over 30 cubic feet in volume (weight does not matter), or is contained within a magical prison (such as a *protective circle*, *protection from evil*, a *forcecage*, *imprisonment*, and so on), or the intended new location is over 160 feet distant from its location at the time the wand wielder speaks the command word a second time, the teleport does not work and the magic is lost. The command word is again free for use. Material that is destroyed, consumed, or made living (such as a *resurrected corpse*) cannot teleport.

The wand may touch the intended location any number of times without activating if the command word is not spoken. A magical prison (such as a petrified creature, *magic jar*, or the like) could itself be teleported, and the teleportation circumvents any physical or magical barriers around the new location—or between the two

objects. The wand cannot move objects from plane to plane.

Each wand has six set and unchangeable command words; up to six items can be simultaneously carried or held ready to teleport. Teleports can be made in any order; the first word need not be spoken a second time before the second, third, or fourth is spoken. The teleport will not work, however, if a location is touched before the item. *Dispel magic* cast upon the item does not negate or foil a not-yet-completed teleportation; only magical imprisonment (see above) of the item can prevent the teleportation. Once teleports are wasted by failing to work or used successfully, the command words corresponding to them are freed again for reuse. Knowledge of only one or two command words permits simultaneously carrying only one or two items. This wand may not be recharged, and each teleport, successful or not, drains one charge. This wand may be used by all classes.

of Earth and Stone

XP Value

GP Value

Normal: 2,000

10,000

Powerful: 3,000

15,000

DUNGEON MASTER Guide

A wand of this sort is typically short and tipped with some form of mineral. It is imbued with the following powers:

<i>Dig</i>	½ charge per use
<i>Passwall</i>	1 charge per use
<i>Move earth</i>	2 charges per use

In addition, 50% of these wands have the following powers:

<i>Transmute mud to rock</i>	1 charge per use
<i>Transmute rock to mud</i>	1 charge per use

of Element Transmogrification

XP Value: 2,000

GP Value: 10,000

Tome of Magic

This wand changes a quantity of one element into an equal amount of another element (water into fire, earth into air, and so on). The element to be affected must be within 60 feet of the wielder, who merely points the wand at the element and speaks the command word. For every 10 cubic feet (or portion thereof) transformed, one charge is drained from the wand.

The transmogrification is permanent unless a successful *dispel magic* is cast on the element. Elements created by this wand have special characteristics. Fire requires no fuel to burn. Water never evaporates. Air is absolutely pure, but unless contained the air mingles with the atmosphere and is lost forever. Earth can appear as soil, sand, clay, or stone, at the wielder's option. It is

6038

not possible to create treasure such as valuable metals or gemstones with this wand.

This wand has no effect upon creatures of any kind, except those from the Elemental planes. By changing such creatures into their element of opposition (fire into water, air into earth, and the like), the creature is obliterated. Thus, transmuting a water elemental into fire disintegrates it.

A creature attacked by the wand is allowed a saving throw vs. wand. If the save is failed, the elemental is destroyed. If the save is successful, the creature is not obliterated outright but suffers 6d6 points of damage and retains its true form.

In attacking an elemental, the number of Hit Dice of the elemental determines the number of charges used: one charge for an 8-HD elemental, two charges for a 12-HD elemental, and three charges for a 16-HD elemental. It is not possible to use this wand to change an elemental into another type of elemental. The wand may be used once per round and can be recharged.

of Enemy Detection

XP Value: 2,000

GP Value: 10,000

DUNGEON MASTER Guide

This wand pulses in the wielder's hand and points in the direction of any creatures hostile to the bearer of the device. The creatures can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. Detection range is a 60-foot sphere. The function requires one charge to operate for one turn. The wand can be recharged.

of Eyes

XP Value: 3,000

GP Value: 20,000

The Magister

This wand emits a *wizard eye* (see the 4th-level wizard spell) upon command; each such use drains one charge. The range and duration of the eye are as if cast by a 6th-level wizard, regardless of the level of the wielder. Any user who has never employed a *wizard eye* spell before typically requires 1d2 rounds to master moving about, focussing, and comprehending what is seen by an eye. The wand can also cure blindness by touch and command (at a cost of four charges per use). If touched to the eyes of any one creature (including the wielder) and properly commanded, the wand can confer the ability to see invisible creatures and objects within the affected creatures' normal range of vision for the following round only, at a cost of three charges. Note that this ability is not *x-ray vision*; items and beings concealed behind solid barriers cannot be discerned. This wand functions only once in a round regardless of how it is wielded, and not once for each of its functions. No known method of recharging these wands has yet been perfected.

of Fear

XP Value: 3,000

GP Value: 15,000

DUNGEON MASTER Guide

When a *fear wand* is activated, a pale amber ray springs from the tip of the wand in a cone 60 feet long by 20 feet in base diameter that flashes on and instantly disappears. Each creature touched by the ray must roll a successful saving throw vs. wand or react as per a *fear* spell (1st-level priest spell, *remove fear* reversal). In other words, creatures affected by the wand turn and move at fastest possible speed away from the wielder for six rounds. Each use costs one charge. It can operate just once per round. The wand can be recharged.

of Feathers

XP Value: 3,000

GP Value: 15,000

POLYHEDRON Newszine 82

These wands are approximately 18 inches long, made of rune-carved wood, and tipped with a small clump of multicolored feathers, making them look much like feather dusters. A *wand of feathers* casts four different spells and usually has with 10d10 charges.

- *Gust of wind*, two charges.
- *Tasha's uncontrollable hideous laughter*, one charge.
- *Unseen Servant*, one charge (lasts two hours).
- *Cantrip*, one charge.

All spells are cast as if the wielder were a 6th-level wizard.

Fire Wand of Suloise

XP Value: 4,000

GP Value: 35,000

GREYHAWK Adventures

This wand may have been the device that caused the destruction of the Suel Empire, or it may have been created to reproduce the event. No scholar doubts that its creator was a wizard of great power and violent tendencies. The wand is rarely bought or sold, since few wizards dare to use it. Often it merely falls into the hands of an unsuspecting spellcaster who never realizes its full powers and dangers until too late.

The wand can summon a deadly "fire" to rain down in a 60-foot cube from a range of up to 80 yards. The "fire" inflicts five points of damage per round to all creatures, regardless of protections, resistances, or immunities to normal or magical flame. Such damage cannot be cured by any spell less powerful than a *heal* spell. Furthermore, the fire will destroy buildings of less than stone construction, and evaporate freestanding liquid to a depth of one foot per round. Objects exposed to the "fire" must save vs. disintegration or be destroyed. Note, however, that matter is burned to dust and ashes, not vaporized. Though

6043



the wand itself is never affected by the fire, the wand has a 5% chance of a malfunction, in which case the effect is centered upon the wand user.

The fire requires three charges to operate and has a minimum duration of six rounds. After this, the caster can end the rain by concentrating for a round and making a saving throw vs. spell. Each round the wand continues to operate will drain one more charge. If the wand is emptied, then the fiery rain vanishes and the wand explodes, engulfing the wizard and everything within 10 feet in a blast that inflicts 3d10 points of damage.

The wand can be recharged, but only in the Quasielemental Plane of Ash, which lies between the Elemental Plane of Fire and the Negative Energy Plane.

of Fire

XP Value: 4,500

GP Value: 25,000

DUNGEON MASTER Guide

This wand can function like the following wizard spells:

- *Burning hands*: The wand emits a fan-shaped sheet of fire 10 feet wide at its end and 12 feet long. Each creature touched suffers 6 points of damage. The sheet of fire appears instantly, shoots forth dark red flames, and snuffs out in less than one second. It expends one charge.
- *Pyrotechnics*: This function duplicates the spell of the same name. It has an initiative modifier of +2 and expends one charge.

- *Fireball*: The wand coughs forth a pea size sphere that streaks out to the desired range (to a maximum of 160 feet) and bursts in a fiery, violet-red blast, just like the fireball spell. The initiative modifier is +2, and this expends two charges. The fireball inflicts 6d6 points of damage, but all 1s rolled are counted as 2s (that is, the burst causes 12–36 points). A saving throw vs. wand is applicable.
- *Wall of fire*: The wand can be used to draw a fiery curtain of purplish-red flames 1,200 feet square (10'×120', 20'×60', 30'×40', and so on). The flames last for six rounds and cause 2d6+6 points of damage if touched (2d4 points if within 10 feet of the fire, 1d4 if within 20 feet). The flames can also be shaped into a ring around the wand user (but the circle is 25 feet in diameter). The initiative modifier is +3, and its use expends two charges. The wand of fire can operate just once per round. It can be recharged.

of Fireballs

XP Value: 2,000

GP Value: 16,000

Unearthed Arcana

This wand simply enables the wielder to cast a *fireball* spell as if he or she were a wizard of 6th level. Damage is 6d6 points, with saving throws applicable for half damage. The wand can be recharged by any wizard of at least 8th level.

of Fireballs II

XP Value: 2,000

GP Value: 16,000

DUNGEONS & DRAGONS Rules Cyclopedica

This wand creates a *fireball* effect (as if using the wizard spell) up to 240 feet away. All victims take 6d6 points of fire damage, but they may make a saving throw vs. wand for half damage. The wand cannot be recharged.

of Flame Extinguishing

XP Value: 1,500

GP Value: 10,000

DUNGEON MASTER Guide

This sort of wand has three separate functions:

- Nonmagical fires of normal size can be extinguished without using any charges. Normal size includes anything up to the size of a bonfire or a fire in a regular fireplace—equal to four to six billets of wood burning hotly.
- To extinguish large nonmagical fires, flaming oil in quantity equal to a gallon or more, the fire produced by a fiend, a *flame tongue sword*, or a *burning hands* spell, one charge is expended from the wand. Continual magical flames, such as those of a sword or a creature able to ignite, will be extinguished for six rounds and will flare up again after that time.
- When applied to large magical fires such as

6047

from *fireball*, *flame strike*, or *wall of fire* spells, two charges are expended from the wand as the flames are extinguished. If the device is used upon a creature composed of flame (a fire elemental, for instance), a successful attack roll inflicts 6d6 points of damage upon the creature.

of Fog

XP Value: 1,750

GP Value: 8,000

DUNGEON Magazine 14

When activated, this *wand* creates 1,000 cubic feet of fog per round for 1d6+6 rounds, like the 1st-level illusion spell *wall of fog*. Such usage drains the *wand* of one charge. The initial 10'x10'x10' fog cube can be centered on any area within 60' of the *wand* user and within his or her range of vision. On subsequent rounds, additional cubes of fog can be created in adjacent 10'x10'x10' areas as willed by the *wand* user. Each fog cube persists for one turn after its creation. The *wand* is usable by all classes and may be recharged by illusionists of 12th or higher level.

of Fog Control

XP Value: 4,000

GP Value: 20,000

POLYHEDRON Newszine 79

Usually made of hardwood, a *wand of fog control* looks like a discarded twig. Appearances are deceiving, however, as this is a powerful magical item. When a charge is expended, the *wand* creates a bank of fog that encompassed 60,000 cubic feet. The fog obscures normal sight and *infravision* beyond four feet. A second charge allows the wielder to shape the cloud. Another charge creates a path through the fog that is 6 feet high by 6 feet wide and follows a course dictated by the wielder. The duration of the fog is 10 minutes unless the wielder expends another charge to remove the fog earlier. *Wands of fog control* are found with 1d100 charges.

of Force

XP Value: 3,000

GP Value: 30,000

The Forgotten Temple of Tharizdun

Although it is rumored that the idea of such a wand has taken many forms, the one which has been standardized, so to speak, is a trifunction device which requires considerable operator knowledge only in the application of its third function.

First, a *wand of force* enables the wielder to cause a shaft of nearly invisible, blue-white energy to spring forth from its tip. This shaft of energy extends 4 feet and is equal to a *bastard sword* +5 with respect to attack rolls and damage. This usage expends one charge per turn.

Secondly, a *wand of force* can be employed to create a *wall of force* duplicating the 5th-level wizard spell of the same name as if cast by a 10th-level wizard. This function expends one charge per wall created, and a single usage per round is possible.

Thirdly, a *wand of force* can be employed to create a nearly invisible plane of energy which performs as if it had been created by the casting of a *Bigby's forceful hand* spell. The wand user must actually be a wizard in order to activate this function, and regardless of his or her level, one of the various Bigby's hand/fist spells must be recorded for study (not necessarily for casting) in the spell books of the wand wielder. Use of this function expends 1/4-charge per round.

Fighters of all types are able to use the first and second functions of the wand. The device can be recharged by a wizard of 16th or higher level, and in addition it can draw sufficient energy to regain a single charge by being touched to any of the following: a manifestation of one of the Bigby's hand/fist spells, a manifestation of the *Mordenkainen's sword* spell, or a manifestation of a *wall of force*. Touching any of these things with the wand causes the effect of a *disintegrate* spell, destroying the spell manifestation instantly, and enabling the wand to absorb power equivalent to a single charge.

of Freshness

XP Value: 1,500

GP Value: 7,500

POLYHEDRON Newszine 79

These wands are always a bright color and are usually decorated with etchings of flowers. By expending a charge, the wielder is able to turn rancid, spoiled food into fresh, delicious fare. A single charge will cover one cubic foot of food. *Wands of freshness* are found with 1d100 charges and can easily be recharged.

of Frost

XP Value: 6,000

GP Value: 50,000

DUNGEON MASTER Guide

A *frost wand* can perform three functions that duplicate wizard spells. The wand can function once per round and may be recharged.

- *Ice storm*: A silvery ray springs forth from the wand and an ice (or sleet) storm occurs up to 60 feet away from the wand holder. This function requires one charge.
- *Wall of ice*: The silvery ray forms a *wall of ice*, six inches thick, covering a 600-square-foot area (10'x60', 20'x30', and so on). Its initiative modifier is +2, and it uses one charge.
- *Cone of cold*: White crystalline motes spray forth from the wand in a cone with a 60-foot length and a terminal diameter of 20 feet. The

initiative modifier is +2, and the effect lasts just one second. The temperature is -100(DG) F and damage is 6d6, treating all 1s rolled as 2s (6d6, 12-36). The cost is two charges per use. A saving throw vs. wand is applicable.

Gremlin

XP Value: 3,000

GP Value: 10,000

Top Ballista

This wand is often a stout shaft of mahogany or ebony some 18 inches long, tipped with a wooden claw into which is set a sphere of quartz. It has three uses. First, the wand can detect gremlins. It does this automatically within 120 feet (if there is more than one gremlin in range, it detects the nearest). Within the sphere, a small blue glow shows the direction of the gremlin, and the closer the gremlin, the stronger the glow. This does not use any charges from the wand.

Second, the wand provides protection against the chaotic aura effects of gremlins. The wand holder gains +4 on any saving throws he must make for himself or his equipment. If none would normally be allowed, he gets one anyway (but without the +4 bonus). This function uses no charges.

Third, if a charge is drawn from the wand, all gremlins in a 30-foot radius from the wand must save vs. wand or flee in fear for 1d4 turns. They will not willingly approach within 300 feet of the spot from which they were forced to flee for 1d4+4 weeks. Once all charges have been used from the wand, it decays to dust.

of Hammerblows

XP Value: 1,000

GP Value: 8,000

The Magister

The wizard Phultan recently developed this device, and has used it to shatter potion vials, delicate jewelry, brittle parchment maps and scrolls, lanterns, mirrors, ladder rungs, and even the material components of rival spellcasters. It can't directly affect living creatures, and is thus little sought after by rival wizards, but Phultan has sold several to thieves and assassins in Westgate, Amn, the Vilhon Reach, and the Kingdoms of the South, who have seen its potential. Elminster has examined one that was found on a thief slain in Waterdeep, and sets down its powers below. Its command word, he reports, is "Dessout".

This wand, when activated by a whispered command, causes objects to be affected as if by a "crushing blow" (forcing a saving throw to be made at par on the item saving throw matrix). Targets must be nonliving items, of any size, but at least some portion of them must be within 60 feet of the tip of the wand—and they must be vis-

ible to the wand-wielder when the wand is activated. No known physical or magical barriers can stop the wand's effect, which is silent and does not affect or alert surroundings—such as a creature holding the item—at all. No actual physical blow is dealt, but rather there is a magical assault on the internal structure of the item.

The wand can be used by any class, and is rechargeable. One charge is expended per *hammerblow*, regardless of the blow's effectiveness. It is not possible to hit an alternate item by accident—the intended target is chosen mentally by the wand-wielder, and if it is missed nothing at all occurs.

of Highfolk

XP Value: 4,000

GP Value: 18,000

GREYHAWK Adventures

A favorite weapon of high elves in the northwest, this wand causes dissension between humans, demi-humans, or humanoids of evil alignment in a 30'x30' area. Any of these creatures that fail a saving throw vs. wand will become unusually factious and quarrelsome, convinced that their allies are in fact dangerous enemies. This may lead to open fighting: those affected by the wand must make a saving throw vs. spell at each significant provocation to avoid coming to blows. If the DM desires, attacks by common enemies or strong leadership may improve the saving throws, while malicious insults or actual blows may worsen them. The effect of the wand lasts a maximum of 1d6 turns, less if one faction has been slain.

of Ice Storms

XP Value: 2,500

GP Value: 20,000

Unearthed Arcana

This device enables the wielder to cause an *ice storm* just as if he or she were a wizard of 7th level. Either damaging hail or sleet and slippery conditions are possible (see the *ice storm* spell explanation). The wand can be recharged by a wizard of 9th level.

of Illumination

XP Value: 2,000

GP Value: 10,000

DUNGEON MASTER Guide

This wand has four separate functions, three of which approximate wizard spells, and one of which is unique. The wand can be recharged.

- *Dancing lights*: The wand produces this effect at a cost of one charge.
- *Light*: The illumination wand sends forth *light* at an expenditure of one charge.
- *Continual light*: This function requires two charges.
- *Sunburst*: When this effect is called forth, the



wand delivers a sudden flash of brilliant, greenish-white light, with blazing golden rays. The range of this *sunburst* is 120 feet maximum, and its duration is $\frac{1}{10}$ of a second. Its area of effect is a globe with a 40-foot diameter. Any undead within this globe suffer 6d6 points of damage, with no saving throw. Creatures within or facing the burst must roll successful saving throws vs. wand or be blinded for one round and be unable to do anything during that period. (Of course, the creatures in question must have sight organs sensitive to the visible light spectrum). The function requires three charges.

of Illusion

XP Value: 3,000 **GP Value:** 20,000

DUNGEON MASTER Guide

This wand creates audible and visual illusions (*audible glamer*, *phantasmal force*). The wand emits an invisible ray, with a 140-foot maximum range. The effect has an initiative modifier of +3. The wand wielder must concentrate on the illusion in order to maintain it—the user may move normally but can't engage in combat during this time. Each portion costs one charge to effect and one per round to continue. The wand may be recharged.

Iron

XP Value: 19,000

GP Value: 95,000

Gods, Demigods, & Heroes

This device makes all invisible things appear if within 30 yards of it. It can make objects disappear as *disappearing dust*, it acts as a *staff of striking*, and will grow to any length and become roughened for easy climbing.

Karelia's Wand of Illusion

XP Value: 2,750

GP Value:

1993 Collector Card 495

Karelia's wand generates *audible glamer* and *phantasmal force* spell effects just as any *wand of illusion* would. However, Karelia has managed to modify this particular one so that any visual effect created has a large amount of pink in it, which usually appears very odd. Karelia once created a fountain in the midst of a flower garden, but the trees and the fountain's spray were pink.

of Knock

XP Value: 2,500

GP Value: 15,000

The Magister

This rare and unusual type of wand has a variety of powers. It can perform only one such function in a round, and so operates only once in that round. Its most common function is to open all normal locks at a touch, noiselessly and within one round per lock. This drains one charge per lock but does not alert the wielder to, or deactivate, any traps or alarms associated with such locks. Magically held or *wizard locked* portals, doors, and hatches can be passed through freely at a touch of this wand. The *hold* on held things is negated, at a cost of one charge per level of the caster who put it there; a *wizard lock* is opened for six rounds, not destroyed, for the same cost in charges. This process takes one round for magical holds, and 1d3 (determine randomly) for locks; once begun, the wand wielder need not keep the wand in contact with the door and can turn his or her attention elsewhere.

The wand can alert creatures up to 60 feet distant, when grasped and soundlessly directed. This function does not expend charges, and takes the form of either an audible, faint but distinct "knocking" sound or a soundless tap on one creature—a force insufficient to deal damage or affect balance or spellcasting—as the wielder chooses. At a cost of one charge, this wand can also operate as a *shatter* spell (see 1st-level wizard spell; 60-foot range, nonmagical glass only). This wand can be recharged.

of Light**XP Value:** 50**GP Value:** 250

Needle

This odd and flexible wand is made of an unknown substance. If struck against any hard object, it glows to 30-foot radius for one turn, then goes dark. It can be used as often as desired and has no charges.

of Lightning**XP Value:** 1,000**GP Value:** 7,500

DRAGON Magazine 35

This wand, whether directed at an opponent or oneself, will cause the operator to gradually become weightless. Once the wand is activated it cannot be stopped until the process is complete (5 rounds). Treat as *gaseous form* to see if the victim is blown by air currents, although the victim will obviously not be able to pass through cracks or holes.

of Lightning**XP Value:** 4,000**GP Value:** 30,000

DUNGEON MASTER Guide

This wand has two functions that closely resemble wizard spells:

- *Shock*: This does 1d10 points of damage to a target struck in combat, with no saving throw. Characters wearing metal armor and shields are treated as Armor Class 10. Plain leather and wood work normally. Magic bonuses on metal armor do not affect Armor Class, but a *ring of protection* does. The *shock* uses one charge.

- *Lightning bolt*: The possessor of the wand can discharge a *bolt of lightning*. The stroke can be either a forked or straight bolt (see the wizard spell, *lightning bolt*). Damage is 12-36 (6d6, treating 1s as 2s), but a saving throw is applicable. This function uses two charges and has an initiative modifier of +2.

The wand may be recharged. It can perform only one function per round.

of Lightning Bolts**XP Value:** 2,000**GP Value:** 16,000

Unearthed Arcana

A wand of this nature enables the possessor to cast a *lightning bolt* as if he or she were a wizard of 6th level. Damage is 6d6 points, with saving throw applicable for half damage. Either form of bolt (forked or single stroke) is possible. The device can be recharged by a wizard of 8th level.

of Lightning Bolts II**XP Value:** 2,000**GP Value:** 16,000

DUNGEONS & DRAGONS Rules Cyclopedia

This creates a *lightning bolt* (as if using the wizard spell), starting up to 240 feet away and 60 feet

long from that point. The victims take 6d6 points of electrical damage, but they may make a saving throw vs. wand for half damage.

Lightwand**XP Value****GP Value**

Ring: 200

2,000

Wand: 30

300

POLYHEDRON Magazine 26

A *lightwand* produces soft light to a 30-foot radius when struck against a hard object. This effect lasts for one turn per strike. The wand can be used as often as desired, and uses no charges. A *lightwand* can also be fitted with a special ring, about 2 inches across. The ring focuses and amplifies the light, creating a damaging beam when the ring is slid along the wand. The maximum rate of fire is two shots per turn. The ray has a range of 120 feet and can inflict 2d8 points of damage to a target creature with a successful attack roll. Any target is treated as AC 10, modified only for magic and Dexterity bonuses. The victim may make a saving throw vs. wand for one-half damage. There are no class restrictions, but weapon proficiency applies. *Fog* or other obscurement cuts the range to 10 feet or less. The ring uses one charge per shot (whether hit or miss), and has 20 charges when new.

of Lloth**XP Value:** 3,000**GP Value:** 25,000

MENZOBERRANZAN Campaign Set

This is a tiny device, no more than 8 inches long. It can be employed for several different purposes:

- *Web*: The wand can launch the equivalent of one *web* spell per round, creating the effect up to 120 feet away from the wielder.

- *Rope*: The wand will launch a thin, but very strong, rope. The rope will travel up to 240 feet, to a secure location indicated by the user (or, alternately, it can hang straight down without being attached to anything). Once fastened, it remains affixed until the wielder commands it to release. The rope cannot be affected by fire or normal weapons; if attacked by magical weapons, it is assumed to have an AC of -4 and 12 hit points. However, it can be cut by the wielder of the wand with any knife or blade, by the use of a command word.

The wand, when new, contains a full 240 feet of rope. If the rope is saved after each use (drawn back into the wand) the full length is available the next time. If any is lost, however, it is lost permanently.

- *Sting*: The wand extends into a scorpion-like scimitar that functions in all respects as a poisoned *long sword* +4. The user needs no proficiency but must know a command word to

6068

activate the stingsword. Damage is inflicted normally (1d8+4 against human size foes), but anyone struck with it must also make a saving throw vs. poison. If the save fails, the character is paralyzed for 3d6 turns.

Mace-Wand of Lightning

XP Value: 4,000

GP Value: 40,000

Egg of the Phoenix

This is a special combination weapon, it acts as a *mace* +2 and as a *wand of lightning*. The wand (handle) can be recharged. Once the wand uses its last charge, the weapon loses its magical abilities.



of Magic Detection

XP Value: 2,500

GP Value: 22,000

DUNGEON MASTER Guide

This wand is similar in operation to an *enemy detection wand*. If any form of magic is in operation, or a magical item exists within a 30-foot radius, the *magic detection wand* pulses and points to the strongest source. Note that the wand will point to a person upon whom a spell has been cast.

Operation requires one round, and successive rounds will point out successively less-powerful magical radiations. The school of magic (abjuration, alteration, and so on) can be determined if one round is spent concentrating on the subject emanation. One charge is expended per turn (or fraction thereof) of use. Starting with the second

round of continuous use, there is a 2% cumulative chance per round that the wand temporarily malfunctions and indicates nonmagical items as magical, or vice-versa. The wand may be recharged.

of Magical Mirrors

XP Value: 3,000

GP Value: 20,000

The Magister

These wands were made by the Archmage Glendar who, though good and noble in life, became a lich and was later destroyed. The knowledge of their construction is now lost. Perhaps 20 were made, and most survive about the Realms in the possession of powerful wizards, or in treasure caches. Elminster has found four known command words in his researches: "Phasral," "Talusta," "Ormduth," and "Resshemma." To which wands these apply—and indeed, where specifically any of these wands are—is not known.

Activation of this wand creates an opaque, silvery, and reflective circular *shield of force*. The shield appears wherever the wand is pointing, 10 feet distant from the wielder of the wand, facing outward. Its surface reflects images (including the gaze of the catoblepas and basilisk) like a mirror; the wand wielder can look through the mirror as though it was a window without suffering any harm from such attacks—and when viewed through the shield, things appear as they truly are: illusions are invisible; creatures or items disguised by magic, mutable form, or invisibility (such as doppelgangers, *shapechanged* individuals, leprechauns, farastu gehreleths, and batezzu) are revealed in their true forms; and so forth. The *mirror-shield* lasts for 1d6+2 rounds (at random, not at the wielder's command) and moves as the wielder moves the point of the wand. Each wand can only have one shield created from it in existence at a time (the first shield instantly disappears if the second is activated). The caster need not concentrate on the shield to maintain its existence and can even put the wand down or pass the wand to another (who thereby assumes control of the shield's location) to engage in spellcasting or other activities.

The shield has no tangible physical existence; it can neither ward off attacks nor be used as a weapon. Creatures pass through it as though it does not exist. It does, however, reflect *color spray* spells striking it from any direction directly back at the caster and harmlessly dispel *darkness* and *prismatic spheres*, *walls*, and *sprays* upon contact. *Dispel magic*, *limited wish*, *wish*, or *alter reality* destroys such a shield; it cannot otherwise be affected. Each creation of such a shield drains one charge from the wand, and such wands are not rechargeable. Wizards, illusionists, priests, and druids may use this wand.

of Magic Missiles**XP Value:** 4,000 **GP Value:** 35,000

DUNGEON MASTER Guide

This wand discharges *magic missiles* similar to those of the 1st-level wizard spell of the same name. The missile causes 1d4+1 points of damage. It always hits its target when the wand is wielded by a wizard; otherwise an attack roll is required. The wand has an initiative modifier of +3, and each missile costs one charge. A maximum of two may be expended in one round. The wand may be recharged.

Meriadar's**XP Value:** 4,000 **GP Value:** 30,000

Monster Mythology

Meriadar's avatar carries a *wand of size alteration* with which he can reduce hostile creatures down to 10% of their normal size to negate their offensive capability.

of Metal Command**XP Value:** 2,500 **GP Value:** 10,000

Unearthed Arcana

This wand appears to be nothing more useful than a *wand of metal and mineral detection*, but in the hands of a dwarf or gnome, its exceptional powers become operational:

If one charge is expended, the wand can transmute gold to lead, or lead to gold. The range of this power is 30 feet, and the amount of metal converted is 1d6 pounds.

If two charges are expended, the user can *heat metal* in the same fashion as the druid spell of the same name. Range is 30 feet, and only a single target area of 3-foot-diameter can be affected, causing up to 60 pounds of metal within this area to become heated.

If three charges are expended, the possessor of the wand can cast any one of the following spells just as if he or she were an 18th-level wizard: *crystalbrittle*, *glasse*, or *glassteel*.

of Metal Detection**XP Value:** 1,500 **GP Value:** 7,500

DUNGEONS & DRAGONS Rules Cyclopedia

This wand will point toward any type of metal named if within 20 feet and if 100 pounds or more in weight. The user cannot detect the amount of metal.

of Metal and Mineral Detection**XP Value:** 1,500 **GP Value:** 7,500

DUNGEON MASTER Guide

This wand has a 30-foot radius range. It pulses in the wielder's hand and points to the largest mass of metal within its effective area of operation. However, the wielder can concentrate on a spe-

cific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, and so on). If the specific mineral is within range, the wand will point to any and all places it is located, and the wand possessor will know the approximate quantity as well. Each operation requires one round. Each charge powers the wand for two full turns. The wand may be recharged.

Mirynda's Wand of Polymorphing**XP Value:** 4,000 **GP Value:** 30,000

1992 Fantasy Collector Card 261

Mirynda's wand is a bit more efficient than others of the like; she is not limited to *polymorphing* her victims into small, inoffensive animals—she can change them into rocks, plants, or monsters with Hit Dice equal to the victim's level. If she uses the wand as a range weapon (60' range), then the effects are temporary, lasting 1d6+6 hours: targets are entitled to a saving throw, with success indicating a miss. If she rolls a successful attack roll and touches her victim with the wand, then the effects are permanent; unless the victim makes a successful saving throw, in which case the effects are temporary, as above.

of Misplaced Objects**XP Value:** 2,000 **GP Value:** 10,000

Tome of Magic

This wand emits a multitude of golden orbs that rush toward a target creature. The orbs surround the victim, swirling wildly for one round. During this time the victim is confused and can take no action.

At the end of the round, the orbs vanish and the victim is free to act. The escapee discovers, however, that all objects on his or her person have been moved. Some items are inconveniently located, while others are nowhere to be seen. A warrior might find his magical ring on one of his toes, his sword in his pants, his gold pieces in the sheath of his sword, and his breastplate on his head. The more possessions a victim owns, the more confused the situation becomes. The DM is encouraged to be devious.

Because of the chaotic placement of items, the victim suffers several penalties. Movement is reduced by half. Armor Class of characters wearing armor is reduced by 2, since pieces are not worn properly. Attack rolls made by the victim are made at a -2 penalty. These penalties are eliminated if the victim devotes 1d4+1 rounds to rearranging all gear.

A character requiring an item carried in a backpack, pouch, pocket, or other container must spend 2d6 rounds searching for the item. The penalty is canceled if three turns are spent

6078

unpacking and repacking all gear.

The DM must define the locations of objects any time a character reaches for them or if they impair motion or sight. When deciding locations of objects, the DM should state the obvious effects of impaired sight and movement immediately, such as boots worn on hands or a cloak over the face.

Items held within a *bag of holding*, *Heward's handy haversack*, or other magical containers are unaffected. However, the containers themselves are subject to relocation. The wand uses one charge per attack. It may be recharged.

Mistletoe

XP Value: 1,500 **GP Value:** 15,000

DRAGON Magazine 187

This wand is created by druids who expect to spend extended periods of time away from their native grove. When manufactured, a *mistletoe wand* has exactly 80 charges (if found, it has 80 -2d20 charges). The wand transforms into a *shillelagh* (as the 1st-level spell) at no expenditure of charges. For one charge per round, the druid may use it to cast any one of these spells: *invisibility to animals*, *locate animals or plants*, *detect snares and pits*, and *pass without trace* (wielder only). The most important power of the wand, however, is its use as a substitute for greater mistletoe. Any spell that requires mistletoe as a material component may be cast with this wand as the component instead (one charge is expended if the wand is used this way). To do so, the druid grasps the wand and speaks a command word; these actions do not delay the casting of the spell (there is no initiative penalty to use this wand). The wand cannot be recharged. If the wand is buried in the grove where it was made after its charges have been depleted, the amount of mistletoe available for harvest from that grove during the next full moon is twice normal.

Mystic

XP Value: 1,000 **GP Value:** 6,000

DRAGON Magazine 139

This 6-inch glass wand becomes the hilt of a *sword of light* when a command word is spoken. The weapon may be wielded by anyone and causes 1d10 points of damage. Another command word shuts off the weapon.

Nabil's Wand of Magic Missiles

XP Value: 4,000 **GP Value:** 35,000

1992 Fantasy Collector Card 296

Nabil's version of the *wand of magic missiles* shoots forth up to two *magical missiles* in a single round, each inflicting 1d4+1 points of damage to targets. In addition, each missile leaves a bright

glowing path and issues a high-pitched shriek as it streaks toward its target. Various missiles have a different color of flaming path, and the sound each make is slightly different, much as various fireworks sound and appear unique during a pyrotechnical display.

of Negation

XP Value: 3,500 **GP Value:** 15,000

DUNGEON MASTER Guide

This device negates the spell or magical functions of rods, staves, wands, and other magical items. The individual with the *negation wand* points the device, and a pale-gray beam shoots forth to touch the target device or individual. This totally negates any wand function, and makes any other spell or magical function from a device 75% likely to be negated, regardless of the level or power of the spell. The wand can function once per round, and each negation drains one charge. The wand cannot be recharged.

Nidus's Wand of Endless Repetition

XP Value: 3,500 **GP Value:** 25,000

DRAGON Magazine 40

Named for the legendary wizard who by its use gave us the oath "Nidus's Curse!", examples of this device typically have but 4d12 charges when found. The art of its fabrication is lost and has not yet been rediscovered. Upon command, such a wand emits a gray cone of light that reaches a 40-foot diameter at its maximum range of 15 feet. The cone may be continually maintained at a cost of one charge per round. Creatures caught in its light are allowed a saving throw. Any victim not having special magic resistance who is physically touched by the wand gets no saving throw.

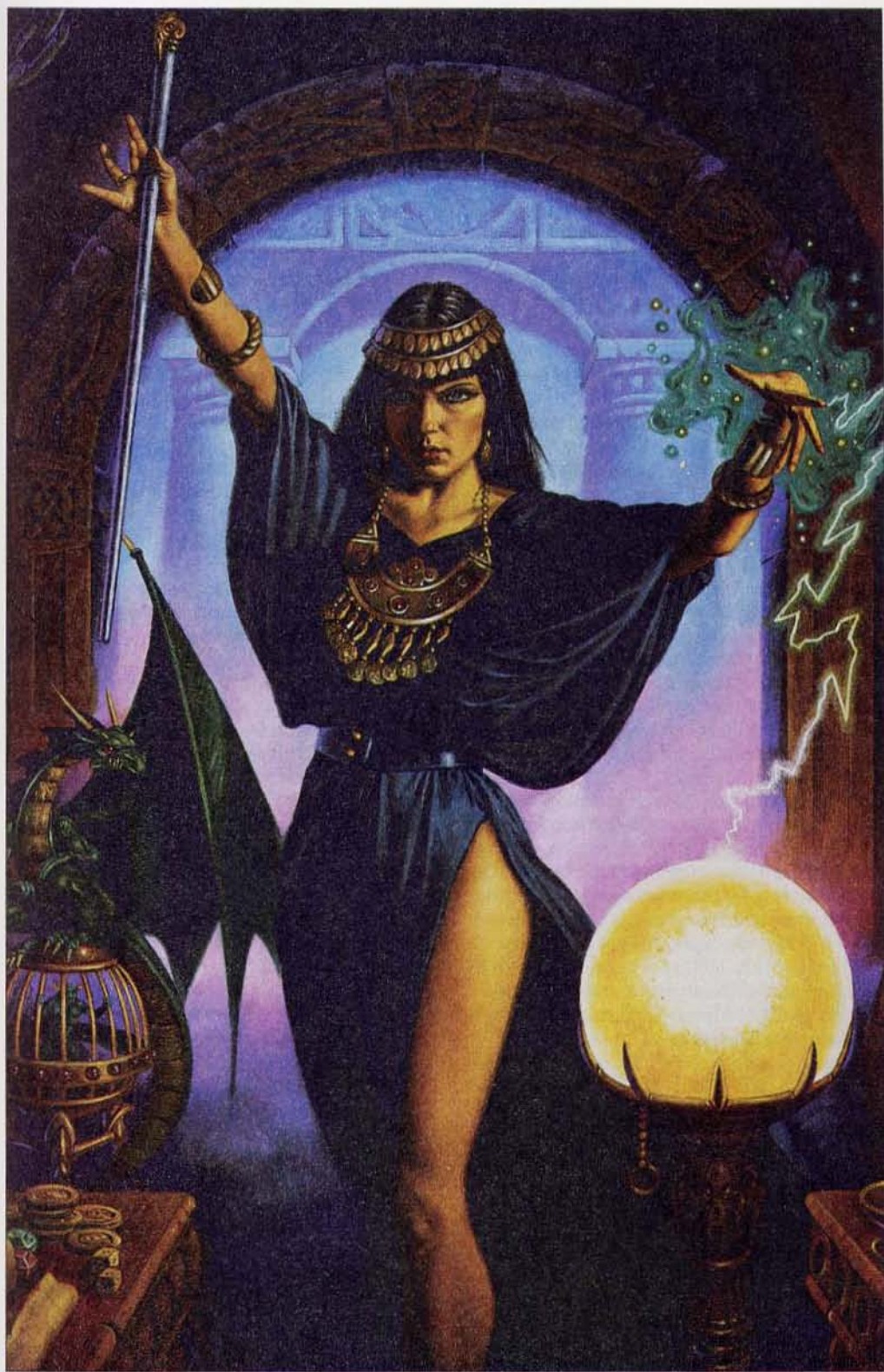
Anyone affected by the wand is forced to endlessly repeat actions taken during the preceding two rounds (or at least mimic them, as in the case of a spellcaster, who would continually try to cast the particular spell even after his magic is exhausted). This automation-style cycle of two rounds of action, two rounds of the same actions in reverse to the starting position once again, and so on will continue until *dispel magic*, *remove curse*, or a *wish* is cast upon the victim. Even if the victim should die from lack of food and water, or from damage inflicted by passing creatures, the corpse endlessly completes the cycles until it falls apart.

of Obliteration

XP Value: 2,500 **GP Value:** 12,500

The Magister

The origin and means of making these rare and powerful wands are now lost. Six were discovered in a chest on the island realm of Ruathym over



100 years ago. One is now thought to be in the treasury of that nation—the finders sold the others at enormous prices and their descendants are now wealthy merchant families of that nation.

If any others have been found since, no one knows about it. The whereabouts of all are unknown. Elminster believes that only about 10 have ever existed in the Realms; he can find no hint of even a single command word for any of them. The wands are said to be dangerous; sometimes they turn back upon the user.

This wand can harmlessly erase and dispel symbols, glyphs of warding, and other written messages and runes (such as a wizard mark). It can obliterate scrolls and even pages from spell books, but all such items (regardless of how written and on what) gain a saving throw vs. "magical fire" on the **Saving Throw Matrix for Magical and Non-Magical Items**, as if they were "parchment or paper," with bonuses and penalties as follows:

- Normal, nonmagical writing: -3
- Wizard mark, identifying rune or sigil for magical person or thing, command word, message concealed by unreadable magic: +1.
- Symbol, glyph of warding, protective circle or other magical rune: +2
- Single written spell (such as a scroll), secret page magic: +3.
- Spellbook page (or scroll if in close proximity to other scrolls or spell books); includes all multispell scrolls, but not secret page spell book pages: +4.

Messages and marks deeply cut into stone cannot be destroyed by this wand. Only one message (regardless of extent), spell, or magical rune can be affected with the wand per round, and the fading (if successful) takes a full round. If an erasing attempt is unsuccessful, there is a 5% chance the wand will explode, doing 4d12+6 points of damage to all within 10 feet. The wand cannot be recharged, and each use, successful or not, drains one charge. Only wizards, illusionists, and incantatrixes can use this wand.

of Ochalor's Eye

XP Value: 3,500

GP Value: 15,000

DRAGON Magazine 40

This wand is topped with a fiery orange gem, known as *Ochalor's eye*, or *the eye of fear*. It pulses with light, and when glowing acts as an extra-strong *fear* spell; all creatures within its 6-yard range (cone-shaped area of effect as in *fear* spell) drop anything in their hands and quake in fear, rooted to the spot. They stare at the eye gem in a trance, oblivious to all else. Creatures of under 6 Hit Dice get no saving throw; creatures of 6 Hit Dice and over get a saving throw as follows:

Hit Dice	Save Penalty
6	-3
7	-2
8	-1
9+	Normal

Creatures that are afraid are frozen to the spot unless the gem is hidden from their view or they are physically struck, upon which they break free of their trance and flee blindly, screaming in terror, for five rounds (or longer, if they are not out of sight of the wand by that time).

It is said that those who look into the lighted gem see the manner of their deaths, endlessly replayed. Others speak of some cold and malignant intelligence which seems to know all their hurts and fears—and laughs contemptuously at them. Few afterwards remember what of this is true, but their fear and hatred of *Ochalor's eye* remain. Any creature who has suffered the effects of the wand is 50% likely to attempt to destroy any wand of this type they subsequently encounter, regardless of whether it is held by friend or foe.

Each wink of the gem expends one charge. Upon draining all charges, the gem shatters. The wand cannot be recharged.

Odin's Rune

XP Value: 10,000

GP Value: 60,000

Gods, Demigods, & Heroes

This wand is golden with etched *Nordic runes of power* upon and around its surface. Every time this wand is used the particular rune that represents the power being used will shine. The wand's many powers are

- Acts as a *Rod of Rulership*.
- Summons the Elements. (1d4 Elementals of the user's choice).
- Conjure or Dispel fiend. The user may summon or dispel a fiend once a month.
- Emanates a continual *antimagic spell*. The user's magic can work through this shell.
- Stores 12 spells of the user's choice.
- Causes instantaneous death to any mortal or nondeity who handles it.
- It cannot be detected by *detect magic* spells.

of Orcus

XP Value: 20,000

GP Value: 100,000

Eldritch Wizardry

The *wand of Orcus*, also known as the *wand of death*, is a rod of obsidian topped by a skull. When used by any other than Orcus himself, the wand has a 50% chance of annihilating any creature (except fiends, godlings, and the like) merely by touch, but subjects the user to one of the curses stated below each time this is tried. In addition, it

6087

bestows the following abilities/penalties:

- Move at double speed.
- *Cure light wounds* once a day.
- *Speak with animals*.
- *Cause serious wound*; user receives 2d12 points of damage.

Orgel's Wand of Earth Passage

XP Value: 6,000

GP Value: 45,000

1992 Fantasy Collector Card 626

Orgel's wand is basically the same as a *wand of corridors*: it allows its user to clear short corridors through the Plane of Elemental Earth and the Quasi-elemental Plane of Minerals. One charge clears a 10'x10'x50' path through either plane. The wand does not affect living creatures, so it cannot be used to attack an earth elemental, for example. *Orgel's wand* has an additional ability, though. The expenditure of two charges will open a portal to the Ethereal Plane, allowing the user and his comrades to exit the planes of Earth and Minerals.

of Paralyzation

XP Value: 3,500

GP Value: 25,000

DUNGEON MASTER Guide

This wand shoots forth a thin ray of bluish color to a maximum range of 60 feet. Any creature touched by the ray must roll a successful saving throw vs. wand or be rendered rigidly immobile for 5d4 rounds. A save indicates the ray missed, and there is no effect. As soon as the ray touches one creature, it stops—the wand can attack only one target per round. The wand has an initiative modifier of +3, and each use costs one charge. The wand may operate once per round. It may be recharged.

Phandore's Wand of Fire

XP Value: 4,700

GP Value: 30,000

1992 Fantasy Collector Card 263

Coming from a family of elf blacksmiths, Phandore has imbued his wand with an extra blacksmith-like quality. He can expend two charges from the wand, then it to touch a weapon and temper that weapon as if it had passed through the smithy's forge many times. This operation adds +2 to the weapon's attack and damage for its next 10 attack rolls. After that, the weapon reverts to its former status. The wand also performs all of the functions of a *wand of fire*.

of Polymorphing

XP Value: 3,500

GP Value: 25,000

DUNGEON MASTER Guide

This wand emits a thin, green beam that darts forth to a maximum distance of 60 feet. Any creature touched by this beam must make a saving throw vs. wand (success indicating a miss) or be *polymorphed* (as the *polymorph other* spell). The

wielder may opt to turn the victim into a snail, frog, insect, or other creature, as long as the result is a small and inoffensive creature.

The possessor of the wand may elect to touch a creature with the device instead. Unwilling creatures must be hit and are also entitled to a saving throw. If the touch is successful, the recipient is surrounded by dancing motes of sparkling emerald light, and then transforms into whatever creature-shape the wand wielder wants. This is the same magical effect as the *polymorph self* spell.

Either function has an initiative modifier of +3. Each draws one charge. Only one function per round is possible. The wand may be recharged.

of Portraiture

XP Value: 10,000

GP Value: 25,000

Inside RAVEN'S BLUFF, THE LIVING CITY

Late in their brief adventuring career, Jantz and Joli discovered the *wand of portraiture* and a small *crystal ball* set in an ornately carved wooden case. These items were near the remains of an ancient wizard in an old tower. The wand showed no signs of use, but signs of research were nearby. With some sage help, they discovered how to operate the wand. It functions by being pointed at the person or object, the command "Ready" causes a sphere of light to leap from the wand, centering at a distance determined by the wizard holding the item. With hand motions and pronunciation of the words "bigger" or "smaller," the caster changes the size and focus of the ball. A sphere 10 feet in diameter or less costs only one charge, while spheres up to 100 feet in diameter costs two. A ball can be made as large as 1,000 feet in diameter with the expenditure of three charges. With the pronunciation of the word "flash," the caster causes the image surrounded by the sphere to become embedded in a *crystal ball*, which the wand wielder must hold in his other hand.

If a *crystal ball* is not held, the image appears briefly before dissipating, wasting the charges.

Worried that the wand would run out of charges, the couple hired a well-known young researcher called Darsson Spellmaker. With the fragmented notes from the site of the discovery, and a great deal of work, Darsson was able to create a reasonable duplicate of the spell, which he calls *portrait*. The wand can be recharged as often as necessary with this spell.

of Prime Material Pocket

XP Value: 5,000

GP Value: 28,000

Tome of Magic

This wand allows a *spherical pocket* to be created in any plane. The conditions within the *pocket* are similar to the environment of the wielder's Prime

6093

Material Plane. The *pocket* typically contains ground, air, and a controlled temperature. The lower third of the sphere is usually occupied by land and water, while the upper portion of the sphere is usually occupied by atmosphere.

The surface of the *pocket* is semipermeable, allowing creatures to exit and enter the sphere, while keeping the elemental conditions of the pocket completely separate from the Elemental Plane.

One charge creates a sphere 10 feet in diameter. If the wielder wishes, multiple charges can be used to create larger spheres. Thus, a 30-foot-diameter sphere could be created using three charges.

The conditions inside the *pocket* are of the wielder's choosing, although they must be similar to an area that naturally exists on the Prime Material Plane. The *pocket* cannot contain buildings or human-made items.

The pocket lasts 1d6+6 hours on any plane other than the Plane of Fire, on which the *pocket* will last 1d6 hours. The wielder may choose to use the wand before the pocket dissipates to extend the life of the existing pocket. The *pocket* can be destroyed through the use of a *dispel magic* spell. The wand is not rechargeable.

of Revealing

XP Value: 3,000

GP Value: 25,000

CARDMASTER Adventure Design Deck

The wand locates secret doors (50% chance) and identifies traps (75%).



Robin Goodfellow's

XP Value: 3,500

GP Value: 25,000

Tall Tales of the Wee Folk

Robin Goodfellow (also known as Puck) has perfected the art of *polymorphing* others, and has placed this ability into a wand. He can, with the use of this wand, *polymorph* opponents to the extent that he is able to transform just parts of another being, if he so wishes; for example, he has been known to change a man's head into that of an ass. He can also cast such a partial *polymorph*, with limited duration, as a curse. Each use of the wand that partially *polymorphs* an individual costs one charge from the wand.

Runestick

XP Value: 4,500

GP Value: 40,000

Moonshae

The *runestick* is a kind of magical wand that can be created by a druid of at least 7th level, but a Dexterity of at least 14 is required. The *runestick* is a short piece of oak (about 12 inches long), carved with a detailed pattern of runes and then wrapped in mistletoe or holly. It can be used to store up to five spell-levels of druidic spells.

The stick takes 1d4 hours to create for each spell level cast into it (roll separately for each spell). Upon completing the *runestick*, the druid must cast upon it the spells he or she wishes to store. The *runestick* crumbles to dust one month after its creation; it cannot be recharged.

The spells stored in the *runestick* are cast at the level of the druid who enchanted the *runestick*. It can be used by any druid who knows the command word. It can also be used by any maiden of pure heart (use the unicorn test to decide this) who knows the command word. However, when used by a nondruid, the effects of the spells (radius, range, damage, and so on) are halved and the victim receives a +4 modifier to saving throws.

Rust

XP Value: 6,000

GP Value: 35,000

DRAGON Magazine 126

This wand, which may be used only by wu jen, is a potent weapon against armored foes. Every time a charge is expended, a pencil-thin ray of a rusty red color streaks out. Any metal object hit acts as though a *metal to rust* spell had been cast on it. Note: because the beam is so thin, a save vs. wand means that the beam has missed and could thus strike something else. The beam will travel 100 feet before dying out if it hits nothing. As with the spell, the wand may also *transform rust to metal*. If one charge is expended while the wand is swirled around in a pile of rust (here the rust may be due to any cause), the affected item is

6097

restored as per the spell. If less than 90% of the item's rust is in that spot, the spell will not work, but the one charge will still be expended. The wand may be recharged.

of Salt

XP Value: 5,000 **GP Value:** 40,000

Old Empires

This evil wand is used by the followers of the Cult of Tiamat. The wand produces powerful cramps and thirst pangs in any who are struck by its beam, so they suffer 2d6 points of damage per round (half if a saving throw vs. wand is successful, with a new saving throw applicable each round). This continues until they spend one full round drinking water, in which case the cramps stop. This wand can also render a 50-x50-foot section of land infertile. The wand is made of saltsteel, a magically hardened salt whose manufacture is known only to the wizards of Unther. The surface is overlain with sand to give it a sparkling appearance. Only two of these cruel weapons are known to exist.

Sathallarin's Wand of Wonder

XP Value: 6,000 **GP Value:** 10,000

1992 Fantasy Collector Card 299

Sathallarin's magical wand is similar in many ways to a typical *wand of wonder*—each time a charge is expended, an unusual event occurs. When Sathallarin uses his wand, however, not one but two and sometimes three (10% chance) different effects are created simultaneously, producing some even more bizarre occurrences.

Scant Wand of Storms

XP Value: 6,000 **GP Value:** 40,000

GREYHAWK Adventures

This wand was created in the capital city of Onnwal, and has been used against raiding warships from the South Province. Its creator was undoubtedly influenced by observing the furious weather in the Sea of Gearnat.

The wand is usable only outdoors and creates various weather effects with the following expenditure of charges:

- Wall of fog 1
- Precipitation 1
- Gust of wind 2
- Cloudburst 2
- Chain lightning 8
- Influence weather 3

Chain lightning is similar to the wizard's spell, but with a range of 70 yards. The bolt strikes the first object targeted for 6d6 of damage (half damage if a saving throw vs. wand is successful) arcs randomly to another object within range for 5d6 of damage, then to another for 4d6, etc. The bolt

continues arcing between each object struck, ending when a sixth object has been struck for 1d6 points of damage.

Influence weather is similar to the spell *control weather*, but can be used only to increase cloudiness, rain/snowfall, and/or wind velocity.

Each time the wand is used, the general weather conditions over a broad area can become unexpectedly severe. The chance for and type of severe weather depends on the original effect that the caster has attempted to summon:

Effect Attempted	Chance for		Charges Drained
	Severe Weather	Type of Weather	
Wall of fog	10%	Thick, persistent fog	3
Precipitation	10%	Rain or snow squall	3
Gust of wind	20%	Gale or tornado	4
Cloudburst	20%	Hailstorm or severe snow	4
Chain lightning	30%	Lightning storm	5
Influence weather	30%	Heavy rain or blizzard	5

The charges drained for severe weather are immediately lost from the wand if the severe weather occurs. The wand can be recharged.

of Secret Door Detection

XP Value: 3,000 **GP Value:** 25,000

DUNGEONS & DRAGONS Rules Cyclopaedia

The user may find any secret door within 20 feet, using one charge per secret door found.

of Secret Door & Trap Detection

XP Value: 5,000 **GP Value:** 40,000

The Hidden Shrine of Tamoachan

This wand will point at the location of a trap or secret door or in the general direction; range 15' for secret doors and 30' for traps. It will not identify how the door or trap works. It can only be commanded to detect one of the two choices at a time.

of Secret Door & Trap Location

XP Value: 5,000 **GP Value:** 40,000

DUNGEON MASTER GUIDE

This wand has an effective radius of 15 feet for secret door location, 30 feet for trap location. When the wand is energized, it pulses in the wielder's hand and points to all secret doors or traps within range. Note that it locates either doors or traps, not both during one operation. It requires one round to function and draws one charge. The wand may be recharged.

of Size Alteration**XP Value:** 3,000**GP Value:** 20,000

DUNGEON MASTER Guide

A wand of this sort enables the wielder to cause any single creature of virtually any size to enlarge or diminish. Either effect causes a 50% change in size.

Relative Strength and power increases or decreases proportionally, providing the weaponry employed is proportionate or usable. For humanoid creatures enlarged, Strength is roughly proportional to that of a giant of corresponding size. For example, a humanoid enlarged to 9 feet tall is roughly equivalent to a hill giant (19 Strength), a 13-foot-tall humanoid equals a fire giant (22 Strength).

The wand's power has a range of 10 feet. The target creature and all it is wearing or carrying is affected unless a saving throw succeeds. Note that a willing target need not make a saving throw.

The effect of the wand can be removed by a *dispel magic* spell, but if this is done, the target must roll a system shock check. It can also be countered if the possessor of the wand wills the effect to be canceled before the duration of the effect expires. Each use of the wand (but not the cancellation of an effect) expends one charge. It can be recharged by a wizard of 12th or higher level.

of Sleep**XP Value:** 4,000**GP Value:** 20,000

Old Empires

This wand is constructed from green willow vines from Ganathwood that are entwined and enchanted to become hard as stone. When the command word is spoken, the wand emits an 80-foot-long *cone of sleeping gas*, 10 feet wide at its base and 30 feet wide at its end. All caught in this cone must roll successful saving throws vs. wand or fall asleep for 3d4 rounds. Creatures with immunities to sleep have their normal resistances against the effect of this wand. This wand may be used only by a wizard.

of the Squid**XP Value:** 5,000**GP Value:** 20,000

The Final Enemy

This is a device peculiar to high-level sahuagin priests. A slender wand about 11 inches long, it may be made of a variety of materials—bone, coral, stone, silver, almost anything. If it is pointed at an opponent and the command word spoken, the wand emits a thin, gray ray up to a range of 60 feet. The victim suffers 4d4 points of damage in the first round and is held (as the spell *hold person* cast at the 12th-level of spell use, so the effects last for 16 rounds). After the first round there is no further damage but the *hold* effect continues. The wand can, of course, be dis-

charged again at the same opponent if the user wishes to cause more damage. The effect is limited to one victim, who gets the benefit of a normal saving throw. If the victim makes the save, the initial damage is halved (2d4 points) and the hold does not take effect.

The device will hold up to 100 charges, one charge being expended each time the device is used, and can be recharged. It requires a command word to operate and may be used only by the priest class (including druids, and paladins and rangers of high enough experience level to cast priest spells).

of Steam and Vapor**XP Value:** 4,500**GP Value:** 25,000

Unearthed Arcana

A wand of this sort has two separate functions, each of which requires the expenditure of one charge:

- **Steam:** The wand will spout forth a jet of superheated steam in a cone 10'×30'×50'. Any creature within this area takes 6d6 points of damage. The cloud persists, slowly cooling, so that on the second round it inflicts 4d6 damage, and on the third and last round it causes 2d6 damage. Saving throws apply for half damage in all cases. Naturally, fire-dwelling or fire-using creatures will not be harmed by the steam—unless they are harmed by dampness.
- **Vapor:** The wand will gout forth billows of warm, steamy vapors. These vapors are equal to a *fog cloud* of 40-foot depth, 60-foot height, and 80-foot breadth. This vaporous cloud persists for six rounds, remaining stationary unless moved about by magical or nonmagical breezes or winds. Cold-using creatures will suffer 1 point of damage per round while inside the vapor cloud, and cold-dwelling creatures will take twice that amount of damage.

of the Sun**XP Value:** 4,000**GP Value:** 8,000

A Dozen and One Adventures

This wand discharges a shining golden ray up to 30 yards long, similar in effect to the 3rd-level fire spell *sunscorch*. The luminous beam strikes its target unerringly, baking the target for 6d4 points of damage plus an additional 2d4 if the target is wearing metal armor or touching any metal weapon or item larger than a sword. Each use expends two charges.

The *wand of the sun*, a favorite weapon among powerful members of the Brotherhood of True Flame, can be wielded by both fire mages and wizards skilled in fire magic. However, it can only be recharged by a fire mage of 12th level or higher.

6108



of Teeth

XP Value: 3,500

GP Value: 15,000

The Magister

Lantan of Pelmarin, that sinister and rotund wizard notorious for his ruthless domination of the wizards of the South through poison, subterfuge, and awesome magic, is said to have looked like a pomegranate in death. "Full of holes," said the merchant Zustel of Amn, who viewed the body, "holes right through!" Lantan came out the loser in a battle with the bard Tamshan, a grim but gentle man who possessed a spell Lantan wanted. Tamshan still holds the cause of Lantan's demise—a *wand of teeth*, one of the only seven known to exist.

The origin and method of manufacturing these devices is lost in antiquity, and the few remaining wands are all thought to still possess only a few charges each. Anczibul of Neverwinter spent much of his apprenticeship to the Archmage Khelben "Blackstaff" Arunsun studying Khelben's specimen of the wand, and from his diaries Elminster has decoded the hidden command word of Khelben's wand, "Neverretha." *The Book of Bulgo*, written by the Southern merchant of that name, attests that Elzir of Calimshan possessed a *wand of teeth* and that its word of command was "Orlethar."

This wand is not rechargeable; it calls forth a certain number of "teeth" (one per charge), firing at targets up to 70 feet distant. The missiles

it fires are daggerlike wedges or blades of force that coalesce out of nothingness within one second of activation. (Actually, Elminster believes they are drawn from material and kinetic energy from the Positive Energy Plane.) In the next segment they flash arrow-straight from the tip of the wand to the extent of the wand's range, passing through everything in their paths except *spheres of annihilation*, *prismatic spheres*, *shield spells*, and *walls or cubes of force*, all of which swallow or absorb them. A *forcecage* spell, or an existing *armor* (as in the 1st-level wizard spell or that caused by the *wand of armory*) deflects a tooth.

A strike by a tooth does 2d6+2 points of damage (save vs. spell reduces the damage by half) and strikes (as though a hand weapon directly wielded by the wand-wielder) at +2 on the attack roll. Solid rock deflects a tooth; any other material is struck and damaged by it, although magical items cause any plus they possess to be subtracted from the tooth's attack roll. *Wind wall* and *gust of wind* spells, and similar air disturbances (such as those caused by windwalkers or air elementals) have no effect on the flight of a tooth. All classes may employ this wand.

Thithion's Wand of Fire

XP Value: 5,000

GP Value: 30,000

1993 Collector Card 495

Thithion's wand functions just like a typical *wand of fire*, allowing the user to create the *burning hands*, *pyrotechnics*, *fireball*, and *wall of fire* spell effects. *Thithion's wand*, however, generates the vilest, blackest flames of pure *darkness*. These flames burn just as hotly, inflicting just as much damage as normal ones, yet they discharge no light whatever. In fact, they absorb light from all sources, dimming the light level in a 60-foot area and creating the effects of a *fear* spell.

Titania's

XP Value: 15,000

GP Value: 75,000

Monster Mythology

Titania's avatar's wand functions as a *staff of power* with the diamond atop it a *gem of brilliance*. It also gives +2 protection and radiates both *protection from evil 30' radius* and a *prayer* effect. From her wand, Titania's avatar can create the following effects twice per day each: *create food and water*, *heroes feast*, and *purify food and water*.

of Trap Detection

XP Value: 3,000

GP Value: 25,000

DUNGEONS & DRAGONS Rules Cyclopedia

This wand will point at all traps within 20 feet, one at a time, at a cost of one charge per trap found.

of the Underdark

XP Value: 2,000

GP Value: 19,000

MENZOBERANZAN Campaign Set

This wand can be used once per turn, to perform one of the following effects:

- **Darkness 30' radius:** This expanded sphere of darkness will remain for a time period (up to permanent) specified by the caster at the time of the casting. It can be cast up to 120 feet away.
- **Silence 30' radius:** This effect works within the same parameters as darkness, above.
- **Detect Magic:** The wand can be used to indicate an object or area (up to a medium size room or 60 feet section of corridor). It will indicate whether the item is under any sort of enchantment, though it will not provide any further definition.

of Viscid Globs

XP Value: 4,500

GP Value: 25,000

Tantras

Thought to be of drow manufacture, the *wand of viscid globs* is used as a deterrent or as a way to keep prisoners inescapably bound. When it is activated, a sphere of magical energy—appearing as a “glob” of some unknown substance—is projected toward an intended target within 60 feet. A target that is able to move is allowed a saving throw vs. wand to dodge the glob, but someone or something that is bound or otherwise immobile cannot prevent the glob from striking. The wand can be used once per round.

Solid items within the 5-foot-diameter glob when it strikes its target are permanently bound to one another—hands to weapons, armor to bodies, and so on. The specific effect on any character or creature struck depends on the position and orientation of the character's body at the instant when the glob makes contact. A standing character will be rooted to the spot, but if he was holding his weapon away from his body (and if the attachment of armor or clothing to skin does not completely hinder movement) he may still be able to use his weapon to defend himself. Globs are most often used to firmly bind victims who have already been trussed up by ropes or chains, making escape virtually impossible.

No amount of struggling will enable a trapped character or creature to be free of a glob; all that will happen, if the victim tries hard enough, is minor damage (1d3 points per attempt) from strained or torn muscles. The magic of a glob negates any contrary magic that might have been available to or in effect upon a targeted character or creature (such as a *ring of free action*). A character struck while flying or swimming will sink slowly to the ground (taking no damage from the

fall) and will not be glued to the solid surface he comes in contact with, but may be frozen in position and unable to move—which could be a serious problem for someone whose *water breathing* spell is about to expire.

Dispel magic will cause a glob to vanish, and ordinary alcohol will dissolve a glob; a flask of wine contains enough liquid to undo the effects of two globes. The effect of the globs is not cumulative; a character already contained within one cannot be further affected by repeated applications of the magic.

of Warding

XP Value

GP Value

Good-aligned version: 4,000

20,000

Evil-aligned version: 4,000

20,000

The Magister

This device is not rechargeable. It can perform a variety of magical functions, one at a time and only once per round. All such spells are cast as if by a 12th-level wizard, rather than operating at the 6th level of expertise. All such effects emanate from the wand and protect the wand wielder only—*protection from evil* (two charges), *push* (one charge), *shield* (one charge), *wall of force* (four charges), *guards and wards* (six charges), *repulsion* (five charges).

Ten percent of these wands cast *protection from good* rather than *protection from evil* but are not themselves aligned and otherwise operate identically.

Roll Wand Type

01–90 *Good wand of warding*

91–00 *Evil wand of warding*

of Water Finding

XP Value: 2,000

GP Value: 10,000

Old Empires

This useful item has saved many travelers in the desert heat. If this wand is activated within 50 miles of any source of drinking water, the wand begins to vibrate; the closer the wand is to water, the stronger the wand vibrates. If water lies beneath the surface at a depth of 500 feet or less, the wand shoots a beam into the earth that draws water to the surface. The water found by this wand is always drinkable; it may not be pure, but it generally does not adversely affect the health of the character.

of Whips

XP Value: 2,500

GP Value: 12,000

The Magister

First used by the fell Wizards of Thay, whose wands create red, barbed whips (and have never been known to pass out of the wizards' posses-



sion), the secrets of making such wands were passed west through unknown means (probably a renegade apprentice, such as the Adept of Mulmaster or one of the Cowled Wizards of Amn). Wizards such as Nelver and Tusprun of the Ten Smokes are known to use such devices. One is thought to have been lost in the Vast Deeps when the sorcerer Alamanth was slain in battle aboard a ship off of Port Last.

Alamanth set down precise details of the powers and means of using his wand—save for the command word, which is thought to have died with him—and it is from his records that Elminster passes on all details of this type of wand.

This wand shoots forth a whip-shaped field of white, shimmering magical force to a maximum (horizontal and vertical) range of 70 feet. The wielder of the wand names, looks at, or concentrates upon a specific target creature or automaton (golem, undead, homonculus, and even invisible targets), and the whip attacks that creature and that creature only. The whip remains in existence for four rounds; if the target is beyond 70 feet from the wand when it is cast, the whip flashes instantly (in one segment) to the limit of its range, and hangs motionless, waiting, at the point closest to its target. Otherwise the whip strikes once per round, as a *Quaal's feather token* does: at +1 on attack and damage rolls, doing 1d6 points of damage per strike, and binding fast an opponent for 1d6+1 rounds if a save vs. spell is

not made after each successful strike.

Once a whip has bound an opponent, the wand wielder cannot release it to strike again. The whip cannot change targets. A whip may follow an opponent that it has struck at least once, beyond 70 feet, moving with the target, even if the target teleports, blinks, plane shifts, or enters a rock or plant. The whip can strike invisible and ethereal, but not astral, creatures without penalty. The *wand of whips* may be recharged. Only wizards may wield it.

Witch

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 5

This wand can execute up to 10 charges each day, doing so until the wand's charges are expended. It is capable of the following spells, all of which function as the wizard (or priest) spells of the same name:

1 Charge per use: *charm person*, *continual light*, *cure light wounds*, *darkness*, *hold person*, *locate object*, and *remove fear*.

2 Charges per use: *charm monster*, *curse* (reverse of *remove curse*), *neutralize poison*, *plant door*, *plant growth*, *polymorph others*, *polymorph self*, and *remove curse*.

3 charges per use: *change self*, *commune*, *dismissal*, *hold monster*, *restoration*, *summon elemental* (as *summon shadow*), and *wither*.

Wither is a magical power that causes all living plants within a 50-foot radius (centered on the wand-user's location) to rapidly age and die, much like the effect of a defiler's spellcasting in a DARK SUN Campaign.

The wand has additional powers. It acts as a *medallion of ESP* and as a permanently cast *protection from normal missiles* spell. The wand shields the holder from lycanthropes, undead, and elementals, acting as a *ring of protection* +3 against their attacks.

of Wonder

XP Value: 6,000

GP Value: 10,000

DUNGEON MASTER Guide

The wand of wonder is a strange and unpredictable device that generates any number of unusual effects, randomly, each time it is used. The usual effects are shown on the table below, but you may alter these for any or all of these wands in your campaign as you see fit. Possible functions of the wand include

Roll	Effect
01–10	Slow creature pointed at for one turn.
11–18	Deludes wielder for one round into believing the wand functions as indicated by a second die roll.

Rolle	Effect
19-25	<i>Gust of wind</i> , double force of spell.
26-30	<i>Stinking cloud</i> at 30-foot range.
31-33	Heavy rain falls for one round in 60-foot radius of wand wielder.
34-36	<i>Summon animal</i> :
01-25	Rhino
26-50	Elephant
51-00	Mouse
37-46	<i>Lightning bolt</i> (70'x5') as wand.
47-49	Stream of 600 large butterflies pour forth and flutter around for two rounds, blinding everyone (including wielder).
50-53	<i>Enlarge</i> target if within 60 feet of wand.
54-58	<i>Darkness</i> in a 30-foot diameter hemisphere centered at a 30-foot distance from wand.
59-62	Grass grows in area of 160 square feet before the wand, or grass existing there grows to 10 times normal size.
63-65	<i>Vanish</i> any nonliving object of up to 1,000 pounds mass and up to 30 cubic feet in size (object is ethereal).
66-69	<i>Diminish</i> wand wielder to ½ height.
70-79	<i>Fireball</i> as wand.
80-84	<i>Invisibility</i> covers wand wielder.
85-87	Leaves grow from target if within 60 feet of wand.
88-90	10d4 gems of 1 gp base value shoot forth in a 30-foot-long stream, each causing 1 point of damage to any creature in path—roll 5d4 for number of hits.
91-97	<i>Shimmering colors</i> dance and play over a 40'x30' area in front of the wand—creatures therein blinded for 1d6 rounds.
98-00	<i>Flesh to stone</i> (or reverse if target is stone) if target is within 60 feet.

The wand uses one charge per function. It may not be recharged. Where applicable, saving throws should be made.

of Wonder II

XP Value: 6,000 **GP Value:** 10,000

DRAGON Magazine 147

The guidelines for the *wand of wonder* state that the DM may see fit to change the wand's effects. This has been done for three new *wands of wonder*. It should be noted that all of these wands' magical effects are at the 6th-level of magic use with regard to damage, range, duration, area of effect, and so on, as applicable. Saving throws are applicable for the spell effects in question or as stated in each wand's effects. Most effects should be removable with a *dispel magic* spell, cast against the 6th-level of use, unless otherwise noted. Special game effects should be determined



by the DM (heavy rain might make some surfaces very slick, wash away small items, and ruin books and papers). Summoned creatures disappear if slain, and summoning effects otherwise conform to the monster summoning spell of the level appropriate to the type of creature produced. Nonliving items that are produced are permanent and cannot be dispelled.

These wands use only one charge per usage, and they can never be recharged. It is highly recommended that the DM roll all of each wand's effects in order to keep the nature of the roll-up tables a secret; the number of charges in each wand should also be kept secret so players do not overuse them (this is true of any rod, staff, or wand).

Note that, in the hands of a leprechaun (see *Wand, of Wonder IV*, effect 85-87), a *wand of wonder* is very dangerous, as any desired effect can be created on command.

Roll	Effect
01-10	The wand fires a <i>web</i> (like the spell; the wand acts as one anchor point).
11-18	The wand <i>shocks</i> the wielder as per a <i>shocking grasp</i> spell; the wielder must make a Dexterity check on 1d20 at -2 to keep holding the wand.
19-25	<i>Reverse gravity</i> affects the target and all within a 30-foot radius (including the caster, if close enough) for 1d4+1 rounds.

Roll	Effect
26-30	<i>Tasha's uncontrollable hideous laughter</i> affects the target creature.
31-33	800 small rubber balls (each 1 inch in diameter) rain down for 1d4 rounds within a 30-foot radius of the wielder, causing all in the area to make a Dexterity check on 1d20 or trip and fall. The balls remain in the area, causing further checks at the start of each round of combat, until they are carried or swept away.
34-36	The wand summons:
01-25	Large dove (AC 7; MV 1, FI 36 (MC D); HD ½; #AT 1; Dmg 1; AL N).
26-50	Large rabbit (AC 6; MV 18; HD ½; #AT 1; Dmg 1; AL N).
51-00	Large iguana (AC 4; MV 18, Sw 16; HD 3; #AT 1; Dmg 1d4; AL N).
37-46	The wand casts <i>chain lightning</i> at the target.
47-49	The target creature and the wielder are covered in liquid chocolate.
50-53	<i>Haste</i> affects the target.
54-58	The wand casts <i>hold monster</i> at the target.
59-62	Suds flow from the ground in a 90-foot radius around the wielder for 1d4+1 rounds, at 3 cubic feet per round. The suds are either from:
01-25	Soap.
26-00	Beer.
63-65	The target creature is <i>polymorphed</i> as per a <i>wand of polymorphing</i> into:
01-75	A random creature; DM selects any random-monster table and rolls there.
76-00	Nonliving item; DM selects from the Random Tables , this volume.
66-69	The wand wielder spins:
01-50	Clockwise
51-00	Counterclockwise for 1d4 rounds and must make a Dexterity check in order to move or act each round thereafter for 1d4 rounds.
70-79	The wand heals the wielder for 1d8 hp if currently wounded.
80-84	The wand fires a <i>magic missile</i> as per a <i>wand of magic missiles</i> .
85-87	The target inflates like a balloon for 1d4 rounds and deflates for another 1d4 rounds; only living material of up to 1,000 pounds is affected (the object will not float in the air).
88-90	The wand stretches out and flies at the target for 2d6 points of damage (treat as 6+4-HD creature; maximum range 90 feet).
91-97	The wand wielder breathes fire as a ran-

domly determined *potion of fire breathing* (only one breath use is allowed).

98-00 The target is *disintegrated* as per the spell.

of Wonder III

XP Value: 6,000

GP Value: 10,000

DRAGON Magazine 147

Roll	Effect
01-10	<i>Scare</i> is cast at the target.
11-18	The wielder is affected by an irritating rash for 1d4 rounds, reducing Dexterity to 3.
19-25	<i>Darkness</i> affects the target every other round for 1d8+2 rounds.
26-30	<i>Fumble</i> affects the target at double normal duration.
31-33	The wand begins to gripe about the wielder's treatment of it, loudly complaining about the bad working conditions, the lousy pay, the long working hours, etc. (this effect is similar to that of a <i>magic mouth</i> ; the wand is not actually sentient).
34-36	The wand summons
01-25	Buzzard (AC 6; MV 3, FI 27 (MC E); HD 1+1; #AT 1; Dmg 1d2; AL N).
26-50	Giraffe (AC 7; MV 24; HD 5; #AT 2; Dmg 1d4/1d4; AL N).
51-00	Large kitten (AC 6; MV 5; HD ½; hp 1; #AT 3; Dmg 1/1/1; SA rear claws for 1/1; AL N).
37-46	A <i>delayed blast fireball</i> takes effect from the point of casting, with a delay time of 1d4 rounds.
47-49	The target and wielder are "exchanged"—that is, the wielder takes the place of the target, and the target takes the place of the wielder, exchanging clothes, equipment, etc., but otherwise retaining their normal physical appearances.
50-53	<i>Confusion</i> affects the target.
54-58	<i>Mirror image</i> affects the target.
59-62	The target begins to recite very bad poetry for 2d4 rounds, taking no other action unless attacked, as if requested to do so under a <i>charm</i> spell.
63-65	A <i>dust devil</i> is summoned (AC 4; MV 18; HD 2; #AT 1; Dmg 1d4; AL N) and attacks the target as per the <i>dust devil</i> spell.
66-69	<i>Jump</i> affects the wielder randomly.
	1 Forward 10 feet
	2 Left 10 feet
	3 Backward 20 feet
	4 Right 30 feet
5-6	The wielder can jump only 10 feet backward.

- 70-79 A *force cage* affects the target.
 80-84 The wielder is affected by a *strength* spell.
 85-87 The target's weapon becomes:
 01-25 A teddy bear
 26-50 A leg of mutton
 51-75 A ladle
 76-00 A herring
 If the target has no weapon, choose another possession. If the target has no possessions, roll again, ignoring this result.
 88-90 The wand spews colorless slime in a cone 30 feet wide and 6 feet long, affecting the area as a *grease* spell.
 91-97 A spell effect affects the target.
 01-50 *Fear*.
 51-00 *Faerie fire*.
 98-00 An *incendiary cloud* affects the target area.

of Wonder IV

XP Value: 6,000

GP Value: 10,000

DRAGON Magazine 147

- 01-10 A *chromatic orb* affects the target.
 11-18 The wielder is affected as if he had imbibed a *philter of stammering & stuttering*.
 19-25 The wand creates a *flaming sphere* which affects the target.
 26-30 A *ray of enfeeblement* affects the target.
 31-33 The wand causes one of the following:
 01-25 A pillow
 26-75 A small table
 76-00 An anvil

The pillow causes no damage; the table causes 1d6 points of damage (as a club); and the anvil causes 3d10 points of damage, and the target must make a Constitution check at -4 or be knocked unconscious for 2d6 turns.

- 34-36 The wand summons
 01-25 An ugly painting
 26-50 Bellows
 51-00 A storm giant's boot
 37-46 The wand affects the target as per a *ring of the ram* (3 charges expended at once).
 47-49 The wand fires 1d4+2 cream puffs at the target, doing no damage.
 50-53 The target is imbued with *improved invisibility*.
 54-58 *Fascinate* affects the target, who focuses on the wielder.
 59-62 The wand causes the target's nose to grow 10 times its normal size for 1d4+2 rounds.
 63-65 The target is affected as if a *potion of gaseous form* was imbibed.
 66-69 The wielder *levitates* uncontrollably, always heading upward until the spell

duration is reached (at which point the wielder falls).

- 70-79 *Evard's black tentacles* takes effect around the target.
 80-84 The wielder is affected by a *stoneskin* spell.
 85-87 The wand summons a leprechaun (AC 8; MV 15; HD 1-1; hp 1d4+1; #AT nil; SA/SD spells, theft, 80% magic resistance AL N). The DM should play the leprechaun to the hilt, it will try to gain control of the wand that summoned it and cause complete chaos for as long as possible.
 88-90 A randomly chosen item on the target's person sprouts wings and attacks another enemy target for 1d2+1 rounds as a 6+4 HD creature. Only small hand held objects are so affected, and the DM should decide what the item is and what its combat statistics are (see the *animate object* spell).
 91-97 The wand fizzles for 1d4+1 rounds, then causes a *hypnotic pattern* to appear, affecting all within range who gaze upon it.
 98-00 A *cone of cold* affects the target area at double normal damage.

of Wonder V

(Alternative Wand of Wonder)

XP Value: 1,200

GP Value: 6,000

POLYHEDRON Newszine 58

1D20

- | Roll | Effect |
|------|---|
| 01 | Summon
01-50 Monkey
51-75 Ape
76-00 Baboon |
| 02 | An invisible organ plays for 1d6 rounds. |
| 03 | Target sprouts wings for 1d12 rounds. |
| 04 | Wielder sings for 1d4 rounds. |
| 05 | Target smells like horse dung. |
| 06 | A 4-foot tall banana appears and dances for 1d8 rounds. |
| 07 | 5d4 roses shoot forth in a 20-foot long stream. |
| 08 | The target's armor turns to leaves. |
| 09 | The target is turned invisible. |
| 10 | The wielder must shout instead of talk for 1d4 rounds. |
| 11 | The target grows a tail. |
| 12 | An owlbear appears, runs toward the target, and hugs the victim for 1d4 rounds. |
| 13 | Mushrooms grow out of the target's ears. |
| 14 | Two tentacles grow on the wielder's |

shoulders.

- 15 Target's hair turns into snakes.
- 16 It rains in a 30-foot radius centered on the wielder for 1d10 rounds.
- 17 Target is *polymorphed* into a dog.
- 18 The target's nose grows two inches longer.
- 19 A *meteor swarm* detonates on the wielder, as the 9th-level spell.
- 20 The wielder *magic jars* into the target's body.

of a Wonder

XP Value: 6,000

GP Value: 10,000

The Temple of Elemental Evil

Quite similar to its cousins, the ever-popular *wands of wonder*, this item produces strange and unpredictable results for users of any class or type. The exact effect produced in any single use is determined by a random 1d100 roll, with reference to the following chart. The wand uses one charge per function. It may not be recharged. Allow saving throws wherever applicable, vs. wand unless the effect suggests another category. The wand performs at 6th-level of experience, and all physical changes produced (growths, *polymorphs*, and so forth) can be dispelled.

Roll Effect

- 01-02 Target loses all hair, fur, or feathers.
- 03-07 Pit 10 feet deep (any necessary width) opens under target's feet.
- 08-09 Target gains +1 attack bonus for the next three rounds.
- 10-11 One Hundred small bats appear, swarm around the wielder's head for one round, then flit away.
- 12-13 Target grows wings, arms, or tentacles.
- 14-15 Cage of heavy iron bars (10'x10'x10') surrounds the wielder.
- 16-17 Each piece of headgear within 20 feet (including helmets) changes to a skull-cap topped by a bladed device, the blades turning in a breeze.
- 18-22 Target's color turns to hot pink.
- 23-25 All gold within 10 feet of the wielder turns to lead.
- 26-29 Target is covered with a thick layer of honey.
- 30-32 In each of the next five rounds, 2d4 sp shoots forth from each of the wielder's ears.
- 33-34 Target is garbed in a beautiful, well-tailored, embroidered silk coat (2,000 gp value, but magical and dispellable).
- 35-39 Target is *polymorphed* into a giant rabbit (as the *polymorph other* spell: check for mental change).

- 40-41 Target grows a large moustache in one round (possibly with goatee).
- 42-43 Thousands of horseflies fill the area within 10 feet of the wielder, interfering with concentration and preventing spell casting and combat. They remain for 5d4 turns but will not leave the area except to follow honey.
- 44-48 Target is affected by *Otto's irresistible dance* for three rounds (no saving throw).
- 49-52 Stream of acid shoots out to 10-foot range, inflicting 3d8 points of damage (as if dragon breath; save for half damage).
- 53-55 Band instruments appear between the wielder and the target. They play loudly and march back and forth for 1d4+2 rounds, as if used by invisible musicians, then vanish. Anyone trying to interfere takes 2d6 points of damage and is hurled back 10 feet.
- 56-57 Tree grows under the wielder, lifting to the ceiling or 50-foot height, whichever is less.
- 58-62 One hundred dead and putrid fish rain down within 30 feet of the wielder.
- 63-68 Target glows for five rounds (as if double-intensity *faerie fire*), but thereafter the wielder vanishes (invisible, not dispellable) for 1d4+1 rounds.
- 69-70 The sound of ringing bells peals from the wand, drowning out all noise and speech for 1d4+1 rounds.
- 71-75 *Dispel magic* effect on everything within 20 feet of the wand, as if an 11th-level caster.
- 76-77 Wielder is *polymorphed* into a mule-centaur.
- 78-84 *Monster summoning IV* spell effect, as if cast by the wand wielder.
- 85-86 Target gains 3d4 hit points that remain for six turns (cannot be dispelled; damage taken is first removed from added hit points).
- 87-90 Wielder floats 10 feet up (as if *feather-fall* in *reverse gravity*), hovers for 1d4+2 rounds, then drops suddenly.
- 91-95 Eight fiery spheres of different hues shoot forth at one-segment intervals, striking the target and seemingly causing great amounts of damage (actually only 1 point from each).
- 96-99 All weapons held in hand within 30 feet turn into bunches of flowers.
- 00 Death magic directed at target (60-foot maximum range).



of Wondrousness

XP Value: 6,000

GP Value: 10,000

POLYHEDRON Newszine 48

The wand's effects are rarely decisive, sometimes helpful, and usually fun. It is best introduced when a hostile wizard uses it against the adventurers. Each time the wand is used, the player rolls 1d100 to determine what happens. The wand often backfires, so the user rolls 1d4, and if "1" is rolled, the effect is reversed. Creatures conjured obey the user (or opponent if the effect is reversed); they disappear after six rounds. Inanimate objects last until dispelled. Magical effects last for the listed duration or for six rounds. Maximum range is 60' unless noted otherwise. The DM is free to decide how often the wand can be used (no more than once a round please), whether it has charges, and whether it can be recharged.

Roll Wand Effects

- 01 User develops hiccups, no action next round (no possibility of reverse effect).
- 02 *Gust of wind*, 60' long, from wand toward target creature.
- 03 Fireworks; everybody with 80' of target creature blinded and disoriented for two rounds (-4 on attack rolls and saving throws).
- 04 Miniature snowstorm appears over target creature.
- 05 Paralysis ray at target creature (save vs.

- Dexterity or be paralyzed for 20 rounds minus Constitution score).
- 06 Brightly colored flashing lights cover a 15' radius around target; all creatures in the area save vs. wand or are stunned 1d4 rounds.
- 07 Attack dog (HD 1; hp 2; AC 6; #AT 1; Dmg 1; THAC0 19).
- 08 Attack cat (HD 1; hp 2; AC 6; #AT 1; Dmg 1; THAC0 19).
- 09 *Darkness* spell (5' radius) on target creature (save vs. spell or it moves with creature).
- 10 *Enlarge* target creature to twice normal size (double damage), no save.
- 11 *Slow* spell on one target creature, no save.
- 12 Attack rat (HD 1; hp 2; AC 6; #AT 1; Dmg 1; THAC0 19; SA infects target creature with leptospirosis on an attack roll of 20).
- 13 *Faerie fire* on one target creature, no save.
- 14 Popcorn sprays from wand at target creature.
- 15 *Lightning bolt* 10' wide and 40' long, 2 points of damage.
- 16 Attack chicken (HD 1; hp 2; AC 6; #AT 1; Dmg nil; THAC0 19; SA target creature is -4 on attack rolls and saving throws while chicken attacks).
- 17 Whiskey sprays from wand at target creature.
- 18 Ten fake gems shoot from wand at target creature, no damage, each worth 1 gp.
- 19 Reduce target creature to half normal size (half damage), no save.
- 20 *Magic missile* at target creature (one missile, 1d6 damage).
- 21 Attack viper (HD 1; hp 2; AC 6; #AT 1; Dmg nil; THAC0 19; SA hit causes save vs. poison or lose 1 hp per round for four rounds).
- 22 *Confusion* spell on one target creature.
- 23 *Thin ray of cold* (2 points of damage).
- 24 *Meteor* (automatically strikes target creature for 2 points of damage, then explodes for 2 points of fire damage in 10' radius).
- 25 Swarm of attack wasps covers target creature, save vs. petrification or flee until they go away.
- 26 Flowers shoot from wand at target creature.
- 27 Acid shoots from wand in a 60' stream (save vs. Dexterity or take 2 points acid damage).

- 28 Attack grizzly cub (HD 4; hp 6; AC 6; #AT 3; Dmg 1/1/1d6; THAC0 15; SA hug for additional 1d6 points if both paws hit).
- 29 Attack butterflies (no effective attack).
- 30 Attack shark (HD 6; hp 12; AC 4; #AT 1; Dmg 3d8; THAC0 13; SA swallows human size creatures whole on an attack roll of 20), not much good out of water.
- 31 *Fireball* (radius 20', damage, 2 points).
- 32 Attack skunk (HD 1; hp 1; AC 6; #AT 1; Dmg nil; THAC0 19; SA stinking cloud on one creature, flees after delivering cloud).
- 33 *Levitate* target creature (save vs. spell to avoid; if dropped, the target *feather falls*).
- 34 Target creature turns a random bright color.
- 35 All of target creature's nonmagical equipment *teleported* back home (save vs. wand to avoid).
- 36 Target creature's feet covered with chewing gum; successful Strength check to move, *slowed* if check fails.
- 37 Attack pugilist (HD 2; hp 10; AC 8; #AT 2; Dmg 1/1; THAC0 16; SA hit causes save vs. crushing blow or be stunned 1d4 rounds).
- 38 Colored candies shoot from wand at target creature, no damage.
- 39 *Burning hands* (2 points damage).
- 40 Oil shoots from wand (target creature must save vs. wand or fall).
- 41 *Scare* spell at target creature.
- 42 Target creature's mouth fills with chewing gum, must spend one round taking it out prior to using verbal spells, breath weapon, biting.
- 43 *Phantasmal force* of hideous monster (DM's choice), poorly executed, doesn't fool anybody.
- 44 Mud sprays on target creature; successful Dexterity check or be blinded until wiped off.
- 45 Attack canaries (no effective attack).
- 46 *Positive energy ray* (basic damage two, -6 vs. undead or evil extraplanar creatures, save vs. spell for half damage).
- 47 *Negative energy ray* (damage 2, 6 vs. paladins or good extraplanar creatures, save vs. spell for half damage).
- 48 *Arrow +1* (Range 120', THAC0 14, shatters whether it hits or misses).
- 49 Shadow monster fighter (HD 1; hp 1; AC 10; #AT 1; Dmg 1; THAC0 20; SA looks really dangerous).
- 50 Fool's gold (100 pieces) shoot from wand, no damage.
- 51 Black pudding (HD 3; hp 6; AC 10; #AT 1; Dmg 1d4; THAC0 16; SA dissolves wood and metal; SD immune to cold, blow, or lightning spells, fears fire) shoots from wand, any target must make a successful Dexterity check or be covered.
- 52 Gray ooze (same as black pudding, but immune to most spells, lightning and blows do full damage).
- 53 Ochre jelly (same as black pudding but weapons, cold, and fire do full damage).
- 54 Attack giant ant (HD 1; hp 1; AC 8; #AT 1; Dmg 1; THAC0 20; SA successful bite allows sting attempt, if sting hits, target must save vs. poison or have Dexterity lowered to 3 for 20 rounds).
- 55 Target creature's sex changes (duration one day).
- 56 Creeping bugs cover target creature (as *creeping doom*, but only four deadly bugs).
- 57 Target creature *polymorphed* into berserk ogre that attacks anyone it can reach (save vs. spell to avoid transformation.)
- 58 Stream of black pepper shoots at target (successful Dexterity check or sneezing causes -4 to attack rolls and saving throws.)
- 59 *Improved invisibility* covers target creature.
- 60 Target creature grows thick hair all over body (or loses it all if hairy, people will be mistaken for werewolves, duration one day).
- 61 Target creature becomes intoxicated (-6 to Intelligence, Wisdom, Dexterity, and Charisma unless target makes a Constitution check), duration one hour.
- 62 Attack tyrannosaurus rex (HD 2; hp 15; AC 6; #AT 1; Dmg 1d8; THAC0 16), just a baby.
- 63 Squirts ink at target creature (successful Dexterity check or be blinded until target washes its face).
- 64 All magic items carried by target creature glow a random bright color.
- 65 *Dancing lights* (glowing globes of random color).
- 66 Any normal fires or flames within 60' of target creature produce *pyrotechnics* (both smoke and fireworks).
- 67 Miniature rain storm over target creature.
- 68 Wet ice covers floor in a path in front of

- the wand user 5' wide and 25' long. Everybody in the path must make a Dexterity check or fall down.
- 69 Sounds of reinforcements, opponents check morale.
- 70 All leather items within 60' of target creature glow a random bright color.
- 71 *Grease* spell, where it would do the most harm to target creatures.
- 72 *Dig* spell (if possible) under target creature.
- 73 Paper-mache crown appears on target creature's head (looks impressive); trumpet fanfare.
- 74 All normal fires and flames within 60' of target creature go out.
- 75 Attack mouse (no effective attack).
- 76-77 Insane priest of target creature's alignment (HD 1; hp 8; AC 10; #AT 1; Dmg 1d8; THAC0 20; no spells) appears and begins preaching.
- 78 Target creature saves vs. wand or flees for 1d6 rounds.
- 79 Attack rabbit (no effective attack).
- 80 Insane dwarf appears and attacks target creature (HD 2; hp 6; AC 6; #AT 1; Dmg battle axe; THAC0 19).
- 81 Bouncing rubber ball (AC 0, hp 1) attacks target creature; successful Dexterity check or be stunned 1d4 rounds).
- 82 String of *entanglement* binds target creature, successful Strength check to break free (try every round until successful).
- 83 *Reverse gravity* on all within 10' of target creature, no save.
- 84 Cotton balls stream from wand.
- 85 Neon sign correctly declaring alignment of target creature appears in the air.
- 86 Neon sign misrepresenting alignment of target creature appears in air (roll randomly for alignment displayed).
- 87 Blessed crossbow bolt shoots from end of wand and automatically hits (1 point of damage, kills rakshasas).
- 88 Wall of peanut brittle appears between target creature and wand user.
- 89 Attack octopus (HD 8; hp 8; AC 4; #AT 8; Dmg 1 each; THAC0 12; SA hit causes save vs. crushing blow or be squeezed for 1 point per round by each tentacle), not much use out of water.
- 90 Loud waltz music plays.
- 91 Target creature grows feathers (duration six turns).
- 92 Demented cult member appears and solicits donations; target creature must

make a Wisdom check or spend next round driving away the cultist.

- 93 Target creature makes a successful Charisma check or goes insane for 1d12 turns.
- 94 Target creature covered with polka dots (random bright color, no save).
- 95 Sheriff appears and serves subpoena on target creature.
- 96 All metal items within 60' of target creature glow a random bright color.
- 97 Attack lowlives (1d4+1 appear, HD 1; hp 1 each; AC 10; #AT 1; Dmg 1d4; THAC0 20; AL lawful evil).
- 98 Attack lowlives (1d4+1 appear, HD 1; hp 1 each; AC 10; #AT 1; Dmg 1d4; THAC0 20; AL; neutral evil).
- 99 Attack lowlives (1d4+1 appear, HD 1; hp 1 each; AC 10; #AT 1; Dmg 1d4; THAC0 20; AL; chaotic evil).
- 00 User is transformed into a fighter (only if a wizard); double hit points, strength 18/01, AC 0, attacks twice a round for 1d4+5, THAC0 20 minus level, duration one day. In any case, the wand becomes a *dagger* +2 for the rest of the day.

Yatil Wand of Zooming

XP Value: 3,500

GP Value: 17,500

GREYHAWK Adventures

This item was created by mountaineers of the Yatils to ease their travels between the jagged slopes and ledges. However, the wand has since become a device of mischief, and the cause of many deaths.

The wand can affect one object or creature at a time, *zooming* up to 200 pounds weight per charge expended, to a maximum weight of 600 pounds. *Zooming* movement is in a straight line, and any creature moved in this fashion is responsible for its own landing. The maximum distance is 100 feet, though a shorter distance can be specified by the wand's user. An unwilling creature can save vs. wand to avoid the effect.

An object or creature can be hurled horizontally through the air and accelerated as if falling vertically if twice the normal number of charges are expended. A creature that hits an obstacle takes 1d6 points of damage for every 10 feet traveled; items save vs. fall. A 30-foot *zoom*, for example, inflicts a total of 3d6 points of damage upon a character striking a solid surface. Note that a creature hurled over the edge of a cliff takes no damage from the *zoom*, but does suffer normal falling damage. If insufficient charges are expended, the results will be correspondingly slight.

Water

Magical water usually maintains its magical properties until imbibed, or splashed on a target. If magical water is polluted, it may have to roll a saving throw in order to retain its magical properties.

Blessed

XP Value: 5

GP Value: 25

DRAGON QUEST Game

This is a small glass bottle filled with water that has been specially prepared for use against undead monsters. If it is splashed on any undead creatures (like ghouls, mummies, skeletons, vampires, wights, wraiths, or zombies), it causes 1d6 points of damage.

Golden

XP Value: 1,000

GP Value: 5,000

City of Delights

Golden water is a special type of liquid that can actually create a tiny rift into the Elemental Plane of Water. Placing even a single drop of *golden water* somewhere creates a small, permanent fountain.

Golden water is normally found only in springs that are connected to the Elemental Plane of Water, and those places are carefully monitored by marids. If it is placed in a bowl made of precious metal, it maintains its properties. For example, if a maid put *golden water* into a silver bowl and carried it to her home, the bowl would create a perpetual fountain, and the water inside the bowl would still be *golden water*. If, however, *golden water* is placed somewhere else, such as a rock, it will shoot a fountain into the air, but the water in it will no longer be *golden water*.

If a very small drop is placed within a waterskin, it will continually fill the waterskin (even to overflowing). In Huzuz, there are several drinking fountains created using *golden water*.

Holy

XP Value: 5

GP Value: 25

The Complete Priest's Handbook

Holy water, that bane of vampires and many other monsters, is created in the following way: In a temple of the god, three priests of at least 2nd level stand over an empty water-basin and perform a ritual of prayer. They pray for the god's blessing and protection for an entire hour. At the end of that time, they each cast a spell, and do so simultaneously: One casts *create water*, the second casts *protection from evil*, and the third casts *purify food and drink*. Half a gallon of *holy water* is created. (The *create water* spell can create up to four gallons of water, but the *protection from evil* and

purify food and drink used this way can only create half a gallon of *holy water*. Therefore, for every two extra priests, one to cast each of those two spells, an extra half-gallon can be created. Nine priests together can create four gallons.)

The tremendous expenditure of magic and the time involved are the reasons a single dose of *holy water* costs 25 gp to the adventurer. Obviously, any three priests can create *holy water* "for free" so long as they are 2nd level or higher, priests of the same god.

Waterskin of Pouring

XP Value: 500

GP Value: 2,500

Maztica Campaign Set

This is a feathered waterskin that is always full. It can be used to pour water at one gallon per round.

Wax

If pure, costly wax is mixed with powdered gems, it may be of sufficient quality to be made magical. It may be found in any size, shape, or color but has a glitter to it. Freshly made magical wax is formed into bricks, each 4 inches long, 2 inches wide, and 1 inch thick.

of Careful Hearing

XP Value: 450

GP Value: 1,250

The Book of Marvelous Magic

When rolled into small balls and placed in the ears, this wax adds a +4 bonus to saving throws against magical sounds; hearing is otherwise normal. It confers the same bonus against all charm spells. One brick of wax may be rolled into 10 balls (for five creatures with two ears each). Its protection lasts for one week. Nonmagical wax used in the same way confers a +1 bonus to magical sounds but also prevents normal hearing and increases chances of being surprised.

Ceiling

XP Value: 100

GP Value: 500

The Book of Marvelous Magic

This wax appears to be *sealing wax* but when used indoors it causes the ceiling to fall, as if from an earthquake. The falling stone or earth inflicts at least 3d10 points of damage to all within 30 feet of the *ceiling wax*, and may be severe enough to bury the victims. The wax is destroyed when the ceiling falls.

of Fabrication

XP Value: 100

GP Value: 500

The Book of Marvelous Magic

This wax may be molded into the form of any other item of the same approximate size. To obtain an exact duplicate, the original must be copied and the command given. The duplicate

6134

appears to be made of the same material as the original and may be magical if the original possessed some dweomer. The duplicate has no special powers, but gains the same resistances as the original. A *dispel magic* spell may return the duplicate to a lump of wax (treat as 30th-level magic).

of Hearing

XP Value: 300 **GP Value:** 1,500

The Book of Marvelous Magic

This wax appears to be *wax of careful hearing* but confers a -4 penalty to the saving throws applicable. Once in place, it cannot be removed until a *remove curse* spell is applied by a caster of 15th or higher level; this destroys the wax.

Sealing

XP Value: 200 **GP Value:** 600

The Book of Marvelous Magic

This wax can be placed in any crack or hole. Afterward it can neither be removed except by magical weapons nor melted except by magical fire. One brick can fill any hole of the same volume or a thin crack up to 20 feet long. (It is ideal for sealing a vampire's coffin when used with *wizard lock*.)

of Waning

XP Value: 150 **GP Value:** 500

The Book of Marvelous Magic

This wax appears and functions as *wax of careful hearing* in all respects. However, *wax of waning* also shrinks the user at the rate of 1 inch per day. It cannot be removed until *remove curse* is applied by a caster of at least 15th level; this destroys the wax. The shrinking is permanent until dispelled (treat as 30th-level magic) and cannot be affected until the wax is removed. Any victim vanishing entirely from the effect is teleported to an Outer Plane in normal form. The immortals may then decide the victim's fate.

Weapon Enhancements

All the enchantments that can be added to almost any weapon, are to be found here. There are exceptions, however, but the DM should reroll these.

Light Generation: As a general rule, magical weapons, armor, or items should not shed light when drawn or being used. This makes it too easy for the players to determine if a weapon is magical, unless the item's description states that it sheds light. However, if the DM chooses, he or she can rule that magical weapons (particularly swords, daggers, and +3 or greater items) shed light and can't be concealed when drawn. In this case, a magical weapon should never glow until

the wielder is aware of its magical properties—the light property of a weapon should never be used as an excuse to identify a magical item. Note that the *flame tongue*, *frost brand*, *holy avenger*, *life stealing*, and *sharpness* swords have special properties with regard to light. These are dealt with in the individual weapon descriptions.

When the Random Tables in the back of this volume are used, the DM should roll on the table below in order to determine which enchantment is gained for the weapon. Once rolled, refer to the specific entry below for full details.

Roll	Enhancement Gained
01	of Adaptation*
02	Agoraphobic*
03	Antistoneskin*
04	Anything
05	Aquatic*
06	Aquatic with Free Action*
07	of Balance*
08	Bloodfearer*
09	Boneiron*
10	Bonewood*
11	with Bonus vs. Opponent*
12	of Breathing*
13	Brittleblade*
14	of Charming*
15	of Clairaudience*
16	of Clairvoyance*
17	Claustrophobic*
18	of Concealed Wizardry*
19	of Deceiving*
20	of Defending*
21	of Deflecting*
22	of Detect Evil/Good*
23	of Detect Gems*
24	of Detect Magic*
25	of Detect Metal*
26	of Detect Shifting Walls & Rooms*
27	of Detect Slopes*
28	of Detection*
29	of Disruption*
30	of Draining*
31	of Enchantment*
32	of ESP*
33	of Extinguishing*
34	of Extra Damage*
35	of Find Secret Doors*
36	of Find Traps*
37	of Finding*
38	of Flame*
39	of Flaming*
40	of Flying*
41	of Flying II*
42	of Forgetfulness*
43	Fossilized*
44	of Healing*

45	of Healing II*
46	of Hiding*
47	with Hilt of Conjuring*
48	of Holding*
49	of Illumination*
50	of Illusion*
51	Intelligent*
52	Intelligent II*
53	Invisible*
54	of Levitation*
55	of Lighting*
56	Lightweight*
57	Living*
58	Miniature*
59	Narcissistic*
60	Petrified*
61	Polymorphed*
62	of Proficiency*
63	Purple-Leaf*
64	Quirk*
65-67	Racial*
68	of Returning*
69	of See Invisible*
70	Shivering*
71	of Silence*
72	of Silencing*
73	of Slaying*
74	of Slicing*
75	of Slowing*
76	of Specialization*
77	Spectral*
78-80	of Speed
81	of Speed II*
82	of Speeding*
83	Stoneiron*
84	of Surrender*
85	of Telekinesis*
86	of Telepathy*
87	of Teleportation*
88	of Translating*
89	Unbreakable*
90	Uncharged*
91	of Venom*
92	of Watching*
93	Weightless*
94	of Wishing*
95	Woodiron*
96	of X-Ray Vision*
97-99	Roll twice, ignoring 97-00 results
00	Roll three times, ignoring 97-00 results

As an added feature, DMs may choose to roll on the table below to determine the construction material of a weapon. Often, the weapon's description states what the weapon is made of, but this can be superseded by choosing a material or rolling on the table below.

Roll	Construction Material
01	Adamantite
02-10	Bone
11-20	Copper
21-60	Iron
61-70	Obsidian
71-75	Silver
76-85	Steel
86-95	Stone
96-00	Wood

of Adaptation*

XP Value	GP Value
Cursed -2: —	+1,000
Normal +1: +900	+5,400
Normal +2: +1,500	+9,000
Normal +3: +2,100	+12,600
Normal +4: +3,200	+19,200

POLYHEDRON Newszine 82

These magical weapons, which initially appears to be short walking sticks, are prized by fighters, although they can be used by any class. When grasped and the name of a weapon spoken, such as "bardiche," the stick transforms into that weapon. The wielder can change melee weapons merely by uttering the name of a different item. *Weapons of adaptation* cannot assume the form of missile weapons or bows, nor do they grant weapon proficiencies to their wielders. The wielders suffer nonproficiency penalties if they use weapons with which they are not familiar. All *weapons of adaptation* have magical pluses except those cursed. To determine the type of adaptation found, consult the chart below.

Roll	Bonus
01-50	+1
51-75	+2
76-90	+3
91-96	+4
96-00	Cursed, -2

Agoraphobic*

XP Value: —	GP Value: +100
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IMAGINE Magazine 14

This weapon is the exact opposite of the *claustrophobic weapon*. It must be talked or forced out of its scabbard. Once it is out, it fights like a normal magical item but causes double damage in order to get back into its scabbard as quickly as possible. If its wielder is struck in combat, there is a percentage chance equal to the number of points of damage sustained that the weapon will take advantage of the situation and escape into the security of the scabbard.

If the wielder does not fight during a round, he or she must do nothing but concentrate on keeping the weapon out of its scabbard, otherwise it

will return to where it feels safe. Note that concentration does not preclude using the weapon's special abilities.

When the *agoraphobic weapon* result is rolled on the **Random Item Chart**, the DM should roll another effect and combine the results.

Antistoneskin*

XP Value: — **GP Value:** +1,000

New Item

Tired of having his warriors fighting his enemies (who were, consequently, protected by *stoneskin* spells), King Damien of Islemaine offered Prismal a great sum of money to provide an enchantment for edged weapons and those with pommels that would ignore the *stoneskin*'s defenses. At first, Prismal pondered the worth of such an undertaking, wondering what his wizard friends would think of him should he succeed. Realizing his monarch is the type to perform some rather chaotic edicts against those that do not serve him without reserve, Prismal agreed. After all, he would be in rather deep trouble if he were found dead or worse: without his property where he stored all his annals and equipment. Damien asked for results within the week, but Prismal, knowing that this was impossible, asked for an additional month. He was given two weeks.

In order to have peace and quiet (and a total lack of interruption from fledgling wizards looking for a master to teach them the arcane arts), he transferred himself and his laboratory to a friend's house on Kodiak Island and began work. Seventeen days and the loss of most of his facial hair later (eyebrows included), his work was completed. He *teleported* his lab back to his house in time to hear an incessant banging on his front door.

Speaking a command word as he walked down the spiral staircase, the door swung open to the amazement of a page. Stuttering in nervousness (partially due to the wizard's unusual appearance), he informed Prismal that Damien of Islemaine wanted an audience immediately. After what seemed like a lifetime of Damien's snarling and spit-ridden accusations, Prismal informed the monarch that his work was finished. Damien was happy that the work was fulfilled, but he felt it necessary to notify Prismal that he was foregoing the mandatory flogging for delay. Prismal half smiled, knowing full well that Damien feared him, and shuddered at the horrid vengeance for which Prismal was known.

The work that Prismal labored over allows a blade to ignore the defenses of the *stoneskin* spell. Oddly enough, the potency of the spell (the number of hits that the *stoneskin* will protect against) does not diminish with repeated, successful strikes.

Anything

XP Value: 2,500

GP Value: 12,500

Unearthed Arcana

An *anything weapon* appears to be a weapon of +1 enchantment. Upon command, however, it can change into any desired type of magic weapon of any power (for instance, from a *short sword* +1 to a *whip* +5). The weapon remains as commanded for one day (24 hours) or until it performs a special, highly powerful function such as draining a level or severing some body part. The weapon can be commanded to assume another form no more than three times, and each form is singular and may not be repeated—the weapon can be a *dancing sword* only once, a *mattock of the titans* but once, or a *vorpel blade* just once.

After changing upon command for a third time and then reverting to its original form, the *anything weapon* loses all of its dweomer and is thereafter an ordinary sword. This type of weapon can never have intelligence, ego, communication power, or any other sort of special ability.

Aquatic*

See **Enchanted Enhancements in Volume 1**

Aquatic with Free Action*

See **Enchanted Enhancements in Volume 1**

of Balance*

XP Value: +80

GP Value: +800

Oriental Adventures

When carried, this weapon gives the character exceptional balance. Ninjas and thieves gain a bonus of 10% to their tightrope walking ability. In other situations where balance is important (teetering on the edge of a pit, for example) the character is automatically allowed a saving throw vs. death magic to regain his balance. If successful, the weapon shifts its weight or pulls the character the fraction of an inch needed to regain sure footing. If the saving throw fails, the character suffers the normal consequences.

Bloodfearer*

XP Value: —

GP Value: +100

IMAGINE Magazine 14

Bloodfearing or *haemophobic* weapons will scream (those that have the power of speech) and faint upon drawing blood. The scream attracts any wandering monsters that happen to be nearby. The faint lasts 1d4 rounds and strips the weapon of any bonuses that it may possess while it is unconscious. In extreme cases (5%), the weapon ceases to be a rigid object, becoming completely flexible (and useless as a weapon) until it regains consciousness.

These weapons are unafraid in combat against

6143

creatures that have no blood (undead or shambling mounds, for example), or when fighting in the dark (they cannot see the blood). Hardier weapons of this type (15%) are *thanophobic* and only faint upon seeing a dead creature.

When the *bloodfearer weapon* result is rolled on the **Random Item Chart**, the DM should roll another effect and combine the results.

Boneiron*

XP Value: — **GP Value:** —

DRAGON Magazine 197

These weapons are similar to *woodiron weapons*, except that they are made of bone. Chitin weapons are also covered in this category. As with the other two classes of weaponry, these weapons act as ordinary metallic weapons, having no penalties in battle, and they are unbreakable. Since bone is the best of the nonmetallic substances used in weapons creation, a wizard does not need to expend so much magical energy in its transformation. Thus, the experience point value in making a *boneiron weapon* is only 15 times the gold-piece value of a regular metal weapon. A *boneiron trident* is thus worth 225 XP while a *boneiron battle axe* is valued at 75 XP.

Bonewood*

XP Value: — **GP Value:** —

DRAGON Magazine 197

These wooden weapons have been enchanted to have the properties of those of bone. Apart from being fireproof, there are no additional benefits to weapons normally made of wood, such as clubs and quarterstaves, but all other weapons have their attack and damage penalties reduced from -3 and -2, respectively, to -1 in both cases. These weapons still break when a 20 is rolled. As with *petrified weapons*, *bonewood weapons* are more common than their effectiveness would seem to warrant, due to the relative ease of their construction and the practice they provide for magical apprentices. These weapons are worth 10 times as many experience points as the gold-piece cost of a normal iron weapon (a *bonewood glaive-guisarme* is worth 100 XP).

with Bonus vs. Opponent*

XP Value: +200/plus **GP Value:** +1,000/plus

DUNGEONS & DRAGONS Rules Cyclopedica

This weapon modifier is an additional attack and damage bonus when the weapon is used against a specific opponent (for example, a *sword +1/+2 vs. enchanted monsters*). The amount of the bonus may be from +1 to +5 greater than the normal magical bonus of the weapon, according to the table below. (A sword +1 with a +3 bonus against lycanthropes would be a *sword +1/+4 vs. lycanthropes*.)

Roll Additional Modifier

01-57	+1
58-73	+2
74-82	+3
83-85	+4
86-00	+5

The DM should feel free to add more categories of opponents as appropriate, taking care not to upset the balance of the game. Opponent categories are listed on the table below.

Roll	Opponent	Roll	Opponent
01-06	Bugs	59-67	Reptiles and dinosaurs
07-09	Constructs	68-70	Spell-immune monsters
10-15	Dragonkind	71-76	Spellcasters
16-24	Enchanted Monsters	77-88	Undead
25-36	Giantkind	89-94	Water-breathing monsters
37-48	Lycanthropes	95-00	Weapon-using monsters
49-52	Planar Beings		
53-58	Regenerating monsters		

- **Bugs** include all normal and giant size forms of arachnids (spider, tick, scorpion), insects (ant, beetle, fly), and chilopods (centipedes).
- **Constructs** include all created monsters such as living statues or golems. Gargoyles are also included in this category.
- **Dragonkind** includes all dragons of all colors and sizes plus draconian monsters such as the chimera, hydra (all types), salamander, and wyvern.
- **Enchanted monsters** include those creatures that cannot be hit by normal or silver weapons.
- **Giantkind** includes all giants and all giant-type creatures such as ogres, cyclopes, and other humanoids that are larger than human-size (including characters who have consumed a *potion of growth*).
- **Lycanthropes** include all types of werecreatures, whether in animal form or not. This includes all characters afflicted with lycanthropy.
- **Planar monsters** include those creatures that come from the Elemental, Ethereal, Astral, or Outer Planes. All types are included, but Immortals do not count as planar monsters.
- **Regenerating monsters** include all creatures that regain more than 1 point per day by rest or other means. This includes any creature wearing a *ring of regeneration*.
- **Reptiles and dinosaurs** include all normal and giant size forms of lizards, snakes, turtles, crocodiles, and dinosaurs.
- **Spell-immune monsters** include those creatures that are immune to 1 or more spell lev-

6146

els, as specified in the monster descriptions (such as drakes). This does not include creatures that are immune merely to certain specific spells (such as the undead immunity to *sleep*, *charm*, and *hold*).

- **Spellcasters** include all priests, elves, wizards, and other creatures able to use spells (such as paladins or spirits, for example).
- **Undead** includes all types of undead creatures, both land and water, from skeleton to lich.

Water-breathing monsters include those creatures able to breathe water, including characters under the influence of a *potion* or *ring of water breathing*. Note that aquatic mammals (whale, dolphin, and so on) breathe air and are not included in this category.

- **Weapon-using monsters** include those creatures that have weapons in hand (not claws) at the time of a melee. For example, a wererat wielding a sword would be affected by this additional bonus, but the wererat would not be affected if it were attacking only with its bite.



of Breathing*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedica

The weapon with this talent can create either one *water breathing* spell effect per day or one *air breathing* effect per day. *Air breathing* supplies only the user with pure air for 1 turn, and it can be used to counter the effects of airlessness, poisoned

air (such as a gas trap), and so forth; however, it cannot negate the effects of any breath weapon.

Brittleblade*

XP Value: — **GP Value:** +100

IMAGINE Magazine 14

An affliction of ancient weapons, due to their fear of hurting themselves, manifests itself as an adjustment of the attack roll bonus of the weapon depending upon the Armor Class of the opponent. Against opponents with an AC of 7 or worse, the blade gains a +1 over its normal attack bonuses. Between Armor Classes 4 and 6, the weapon gains its normal attack bonuses. For every one Armor Class lower than 4, a progressing -1 attack roll penalty is accrued.

Dexterity bonuses or adjustments due to items that are not pieces of armor (such as *rings of protection* or a *cloak of displacement*) are not included in determining the effective Armor Class of the opponent.

When the *brittleblade weapon* result is rolled on the random item chart, the DM should roll another effect and combine the results.

of Charming*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedica

The talent can create one *charm person* spell effect per day to a 120-foot range (as the 1st level wizard spell).

of Clairaudience*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedica

As with the potion, the user may hear all noises in one area within 60 feet through the ears of a creature in that area.

of Clairvoyance*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedica

As with the potion, the user may see any area up to 60 feet away through the eyes of a creature there.

Claustrophobic*

XP Value: — **GP Value:** +100

IMAGINE Magazine 14

This magical weapon is normal except that it refuses to enter its scabbard. A character attempting to sheath the weapon must talk it into the idea of going into a closed space (see *Morale* in the *DMG*). The character can force the weapon into the scabbard, but the PC's Strength must be greater than the weapon's Ego. Failure means that the weapon must be carried in the open, which can be inconvenient when a peaceful appearance is required. Putting the

weapon down does not solve the problem, because it may not like being left on its own.

When the *claustrophobic weapon* result is rolled on the random item chart, the DM should roll another effect and combine the results.

of Concealed Wizardry*

XP Value: +300 GP Value: +1,500

Land of Fate

This weapon's magical nature is concealed by enchantments designed to cloak its true nature. The weapon does not respond to *detect magic* or similar spells, but a *legend lore* or *identify* spell, or the legend lore ability of the rawun or barber, can reveal some of its magical nature. Any type of weapon may be a *weapon of concealed wizardry*, including special weapons. If, in rolling, the DM gets the *weapon of concealed wizardry* a second time, any special weapon may be chosen.

of Deceiving*

XP Value: +400 GP Value: +2,000

DUNGEONS & DRAGONS Rules Cyclopedica

The weapon with this talent can be commanded to change the appearance of the user. The size cannot be changed, but facial features, equipment carried, and other details can all be modified. This is only an illusion; the user remains intact. The weapon must be held to create the disguise (unsheathed in the case of edged weapons), and it cannot disguise itself.

of Defending*

XP Value: +100 GP Value: +500

DUNGEONS & DRAGONS Rules Cyclopedica

The Strength of the weapon may be used normally (applying to attack and damage rolls) with this talent or as a bonus to the armor class of the user. A missile weapon cannot have this talent (roll again).

of Deflecting*

XP Value: +1,000 GP Value: +5,000

DUNGEONS & DRAGONS Rules Cyclopedica

If the user is hit by a blow that would cause an energy drain, the ability of these weapons can automatically *deflect* the blow. After the opponent hits, the user may decide whether to *deflect* the blow. If used for *deflecting*, the weapon absorbs the effect of the *energy drain* but at the cost of one magical bonus, which is drained from the weapon for each *energy drain* negated. If an energy drain deflected reduces the bonuses to below 0 (such as a *sword +1* deflecting a specter's attack, which causes a *double energy drain*), the weapon disintegrates; the *extra drain* does not affect the user. If a missile weapon has this talent, it must be held in hand to *deflect* the blow (and cannot be used at combat range).

of Detect Evil/Good*

XP Value: +100 GP Value: +500

DUNGEONS & DRAGONS Rules Cyclopedica

The sword is able to detect one of these intentions up to a 20-foot range. No sword can do both; the DM must determine which alignment the sword possesses, it cannot then detect the opposite alignment.

of Detect Gems*

XP Value: +100 GP Value: +500

DUNGEONS & DRAGONS Rules Cyclopedica

The sword can detect all types of gems and the amount of each within a 60-foot range, pointing itself in that direction.

of Detect Magic*

XP Value: +100 GP Value: +500

DUNGEONS & DRAGONS Rules Cyclopedica

The sword can cause all magic within 20 feet to *glow* (as the spell effect) up to three times a day.

of Detect Metal*

XP Value: +100 GP Value: +500

DUNGEONS & DRAGONS Rules Cyclopedica

The sword can *detect metal* of any type requested up to a range of 60 feet. It will point in the direction of the material, but it cannot detect the amount.

of Detect Shifting Walls & Rooms*

XP Value: +100 GP Value: +500

DUNGEONS & DRAGONS Rules Cyclopedica

The sword can find these items if within 10 feet.

of Detect Slopes*

XP Value: +100 GP Value: +500

DUNGEONS & DRAGONS Rules Cyclopedica

The sword can locate all sloping passages within a 10-foot range.

of Detection*

XP Value: +100 GP Value: +500

Oriental Adventures

This weapon is able to detect one type of thing or situation, selected from the table below.

Roll	Detects
01	Evil, 10-foot radius.
02	Good, 10-foot radius.
03	Poison, touch.
04	Lifeforms, 10-foot radius.
05	Back attacks, one-foot range.
06	Invisible creatures and objects, 10-foot radius.
07	Traps, 5-foot radius.
08	Secret doors, 10-foot radius.

For the power to function, the character must hold the weapon and utter the command word. Should the result be positive, the weapon indicates this by a gentle tug in the direction of the thing detected.

of Disruption*

XP Value: +1,000 **GP Value:** +6,000

Oriental Adventures

The weapon functions identically to the *mace of disruption*.

of Draining*

XP Value: +2,000 **GP Value:** +10,000

DUNGEONS & DRAGONS Rules Cyclopaedia

Upon command, the weapon with this talent can drain one level or Hit Die when it strikes an opponent (as if a wraith), in addition to normal damage. The command may be spoken after the attack roll is made. The weapon can drain 1d4+4 levels or Hit Dice in all; it then loses this ability forever. *Energy drain* cannot affect any creatures that have *energy drain* powers (wight, wraith, spectre, and so on). If a missile weapon has this talent, it may be applied to any missile shot, but each level drained also drains one magical bonus from the weapon. If the weapon becomes non-magical because of this loss, it loses the ability to *energy drain* as well.

Drow

See *Drow Treasure* in **Enchanted Enhancements, Volume 1**.

of Enchantment*

XP Value: +1,000 **GP Value:** +5,000

DRAGON Magazine 181

These magical weapons possess a *dweomer* that allows them to penetrate the magical defenses of creatures that can be struck only by enchanted weapons. No bonuses for attacks or damage occur; such a weapon has the same chance to successfully attack a highly magical monster as an ordinary weapon has to strike a plain, flesh-and-blood creature, doing damage as a normal weapon.

Missile weapons are a bit different. While actual *missiles of enchantment* (bolts, arrows, sling bullets, etc.) are the same as combat weapons, bows, crossbows, and *slings of enchantment* cast a magical aura on any mundane ammunition with which they are loaded (no bonuses for using *missiles* and *bows of enchantment* together).

For all weapons of enchantment, the XP cost is that of a regular +1 version of that weapon type, or whatever other official magical weapon exists of that type that is of low value. These weapons do not lose their abilities when taken to other

planes, and the missile launchers can provide their owners with a virtually unlimited supply of "magical" missiles. Just remember that the damage done is the same as for ordinary weapons. The magic doesn't add to the weapon's attack capabilities; it negates the monster's defensive capabilities.

of ESP*

XP Value: +400 **GP Value:** +2,000

DUNGEONS & DRAGONS Rules Cyclopaedia

As with the potion, the user may listen to the thoughts of any one living creature within 60 feet.

of Extinguishing*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopaedia

A weapon with this talent is cool to the touch. When used against a fire-using creature (such as a red dragon or fire elemental, for example) the magical bonus of the weapon is doubled. In addition, the weapon will douse a normal fire if thrust into it. It has no effect on magical fire. If a missile weapon has this talent, it applies to all missiles fired.

of Extra Damage*

XP Value: +500 **GP Value:** +2,500

DUNGEONS & DRAGONS Rules Cyclopaedia

This power lasts for 1d10 rounds when commanded. The user may inflict four times the normal damage on each successful hit. This power may be generated more than once; each duplicate roll increases the multiplier by 1 (to 5 times, 6 times, and so on).

of Find Secret Doors*

XP Value: +100 **GP Value:** +500

DUNGEONS & DRAGONS Rules Cyclopaedia

The weapon can locate all secret doors within a 10-foot range up to three times a day.

of Find Traps*

XP Value: +100 **GP Value:** +500

DUNGEONS & DRAGONS Rules Cyclopaedia

The weapon can detect traps of all types within 10 feet up to three times a day.

of Finding*

XP Value: +100 **GP Value:** +500

DUNGEONS & DRAGONS Rules Cyclopaedia

The talent can create one *locate object* spell effect a day to a 120-foot range (as the 2nd-level wizard spell).

of Flame***XP Value:** +200 **GP Value:** +1,000

Oriental Adventures

Upon uttering the command word, the weapon bursts into magical *flame*. This flame causes 2d4 points of additional damage on a successful hit. It ignites combustible items 40% of the time. It casts light out to a 15-foot radius. The weapon remains *flaming* until the character utters the command word again. The flame does no damage to the weapon, regardless of the weapon's material.

of Flaming***XP Value:** +200 **GP Value:** +1,000

DUNGEONS & DRAGONS Rules Cyclopeda

The point or edge of a weapon that has this talent will blaze with *flames* upon command. The *flames* do not harm the weapon or the user, but they will add a +2 bonus to attack rolls against hippogriffs, pegasi, rocs, and trolls and a +3 bonus against treants and undead monsters. The bonus applies to both attack and damage rolls. The *flames* may easily be used to light a torch, lantern, or other flammable item. If a missile weapon has this talent, it applies to all missiles fired.

of Flying***XP Value:** +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopeda

As with the potion, the user may *fly* in the air for a maximum of three turns per use.

of Flying II***XP Value:** +1,000 **GP Value:** +5,000

DUNGEONS & DRAGONS Rules Cyclopeda

The weapon with this talent can *fly* in the air and attack by itself. In battle, it must first be used normally at least once. If then commanded to *fly*, it will continue to attack the same opponent for three more rounds, returning to its master after that time (or when commanded to return). Its attack rolls are made as if it were wielded normally, based on the class and level of the user. If a missile weapon has this talent, it creates normal missiles as it shoots; the owner does not have to supply it with new missiles, and cannot supply it with *magic missiles* to shoot.

of Forgetfulness***XP Value:** +1,000 **GP Value:** +5,000

Assassin Mountain

These weapons vary in size from scimitars to jambiya and katar. They give the wielder no bonus on attack or damage rolls, but anyone who weaves the blade in a figure-eight pattern can induce amnesia in those who view it. Amnesic

forgetfulness includes everything the viewer has seen in the past three rounds, the round of use, and the following three rounds. The viewer may make a saving throw vs. spell at a -3 penalty to avoid the effect.

An attack with such a blade entitles the victim to another saving throw with a +3 bonus to shake the effect entirely. These blades are very useful for bypassing guards, bodyguards, servants, and sentries.

Fossilized***XP Value:** — **GP Value:** —

DRAGON Magazine 197

Technically speaking, these should be called "reverse fossilization" weapons, but *fossilized* is a much shorter term. The weapons are made of stone, whether flint, obsidian, or some other rock, that has been permanently enchanted to have the properties of bone weaponry. This gives them an attack penalty of only -1, instead of their original -2; damage is the same for both bone and stone weapons. These weapons, unfortunately, still break in battle if a 20 is rolled, but at least they give aspiring young wizards some defense until they are ready to handle serious enchantments. The experience point value for *fossilized weapons* is five times the gold piece value of a normal metal weapon; a *fossilized footman's mace* is thus worth 40 XP.

of Healing***XP Value:** +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopeda

A weapon with this power can heal up to a total of 6 points of damage per day, at the rate of 1 hit point per round. This power may be generated more than once; duplicate rolls increase the amount of healing by 6 points each (to 12, 18, and so on, per day), but the rate of healing remains the same.

of Healing II***XP Value:** +400 **GP Value:** +2,000

DUNGEONS & DRAGONS Rules Cyclopeda

This ability can create one *cure serious wounds* spell effect per day, curing the user only of 2d6+2 points of damage (as the 4th-level priest spell).

of Hiding***XP Value:** +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopeda

A weapon with this talent can create one *invisibility* spell effect on only the user when commanded to do so. In addition, the weapon can itself become *invisible* three times per day.

with Hilt of Conjuring***XP Value:** +100**GP Value:** +500

DRAGON Magazine 181

These are plain weapon hilts, axe or mace handles, or polearm hafts without their bladed heads. When the appropriate command word is spoken, the head or blade of the desired weapon will magically appear from the hilt, handle, or haft, doing the same amount of damage as a regular weapon of its type. No magical bonuses attack or damage rolls are granted, though the weapon counts as magical for attack purposes against certain monsters. *Weapon hilts* can project any type of weapon blade requested; handles can be used for hand axes, horseman's weapons like small maces, or for battle axes and footman's weapons; any type of polearm head can appear on a *haft of conjuring*. Each type of item of this sort may be used three times a day. If not "turned off" by another command word, any item that appears lasts for a full 24-hour day.

of Holding***XP Value:** +300**GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedica

This talent can create one *hold person* spell effect a day to a 180-foot range (as the 2nd-level priest spell).

of Illumination***XP Value****P Value**

Alternating: +2,000

+10,000

Lesser: +500

+2,500

Greater: +1,000

+5,000

DRAGON Magazine 181

These items come in three basic versions: *Lesser weapons of illumination* operate using a fixed number of charges, like *wands*. When a charge is expended, the weapon glows with a 5-foot radius for the same length of time as a *wand of illumination* but has no combat bonuses. These weapons have 1d8+8 charges and cannot be recharged.

Greater weapons of illumination need no charges. They glow on command, just as their lesser counterparts do, but this power may be used indefinitely. Again, they have no combat bonuses.

Alternating weapons of illumination can serve as either *weapons +1* or *glowing weapons*, but not both at the same time. A simple command word switches dweomers instantly, presenting many owners with a cruel dilemma. If the weapon is a PC's only means of light in a dungeon fight, a choice may have to be made between seeing what is to be fought and having greater combat ability. If a creature that can be struck only by +1 or better weapons attacks a character who does not have the blind fighting

proficiency, that character is in serious trouble. The weapon's dweomer is permanent. All melee weapon types are eligible to become all types of *weapons of illumination*.

of Illusion***XP Value:** +400**GP Value:** +2,000

DUNGEONS & DRAGONS Rules Cyclopedica

The user may create a *phantasmal force*, as the wizard spell.

Intelligent***XP Value:** Varies**GP Value:** Varies

DUNGEON MASTER Guide

One of the rarer and more significant properties of a magical weapon is the chance that it is intelligent. The feature is most common among swords, but there are occasional instances of other weapons possessing intelligence. The chance of intelligence varies according to the type of weapon. Swords have a 25% chance of some form of intelligence. Other melee weapons (axes, spears, polearms, and the like) have a 5% chance of intelligence, provided they do not already possess special powers. Missile weapons (including bows, crossbows, arrows, and bolts) never possess intelligence. Single-use items and those items that do not have an attack bonus (such as a magical *net*) never possess intelligence. If you determine that a weapon is intelligent, it will have one or more special powers. It may also have a special purpose or limitations on its use.

The following tables should be used to determine the properties of an intelligent weapon: the number of powers, unusual properties, alignment, and special purpose of the item (if any). Such weapons are useful to give higher-level fighters some additional tactical options and limited-use special abilities.

The DM is encouraged to design unusual magical weapons along special themes and for specific campaign purposes, using the tables as guidelines and for inspiration. Just because a power is rolled doesn't mean it must be given. If the DM feels a combination is too bizarre or powerful, it can simply be changed or ignored.

The first step in creating an intelligent weapon is to determine its general capabilities. These are found by rolling 1d100 on the first table. Then, move onto the other tables until all the capabilities of the weapon have been specified.

Weapon Intelligence and Capabilities Table

Roll	Int	Communicates	Capabilities
01-34	12	Semi-empathic ¹	1 primary ability
35-59	13	Empathic	2 primary abilities
60-79	14	Speech ²	2 primary abilities
80-91	15	Speech ²	3 primary abilities ⁴
92-97	16	Speech ²	3 primary abilities ⁴
98-00	17	Speech & Telepathy ³	3 primary abilities, 1 extraordinary power ⁵

¹The owner will receive some signal (a throb, tingle, or other sensation) and feels compelling urges when its ability functions.

²The weapon speaks the character's native tongue plus one or more other tongues as indicated on Spoken Languages Table below.

³The weapon can use either communication mode at will; with language use as any speaking weapon.

⁴The weapon can also read languages/maps of any nonmagical type.

⁵The weapon can read languages as well as magical writings.

Intelligent Weapon Alignment: Any weapon with intelligence has an alignment. Note that *holy avengers* have alignment restrictions. All cursed weapons are absolutely neutral.

Weapon Alignment Table

Roll	Alignment of Weapon
01-05	Chaotic good
06-15	Chaotic neutral ¹
16-20	Chaotic evil
21-25	Neutral evil ¹
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral ¹
61-80	Neutral (absolute)
81-00	Neutral good ¹

¹The item can also be used by any character whose alignment corresponds to the nonneutral alignment portion of the weapon's alignment (chaotic, evil, good, or lawful). Thus any chaotic character can use a weapon with chaotic neutral alignment.

Any character whose alignment does not correspond to that of the weapon, except as noted in footnote #1 above, sustains points of damage equal to the number of ego points (see **Table 119** in the *DMG*) of the weapon. The damage is suffered every time (or for every round) the character touches any portion of the weapon unless the weapon is in the grasp or possession of a character whose alignment is compatible with the

weapon.

Weapon Abilities: Using the number of capabilities determined by the roll on the **Weapon Intelligence and Capabilities Table**, the weapon's specific abilities are determined by rolling on the appropriate tables below.

Weapon Primary Abilities

Roll	Ability
01-11	Detect "elevator"/shifting rooms/walls in a 10' radius.
12-22	Detect sloping passages in a 10' radius
23-33	Detect traps of large size in a 10' radius/.
34-44	Detect evil/good in a 10' radius
45-55	Detect precious metals, kind, and amount in a 20' radius
56-66	Detect gems, kind, and number in a 5' radius.
67-77	Detect magic in a 10' radius.
78-82	Detect secret doors in a 5' radius.
83-87	Detect invisible objects in a 10' radius.
88-92	Locate object in a 120' radius.
93-98	Roll twice on this table ignoring scores of 93 to 00.
99-00	Roll on the Weapon Extraordinary Powers Table instead.

If the same ability is rolled twice or more, the range of the power is doubled, tripled, and so on. All abilities function only when the weapon is held, drawn, and the owner is concentrating on the desired result. A weapon can perform only one function at a time, and thus can fight or detect but one thing at a time. Other abilities can be created by the DM.

Weapon Extraordinary Powers

Roll	Power*
01-07	Charm person on contact, 3 times/day
08-15	Clairaudience 30-yard range—three times/day, one round per use.
16-22	Clairvoyance 30-yard range—three times/day, one round per use.
23-28	Determine direction and depth, 2 times/day.
29-34	ESP 30-yard range— three times/day, one round per use.
35-41	Flying 120 feet/turn—one hour/day.
42-47	Heal—One time/day.
48-54	Illusion 120 yards range—2 times/day, as the wand.
55-61	Levitation one turn duration—3 times/day, at 6th level of ability.
62-67	Strength one time/day (upon wielder only).

- 68-75 *Telekinesis* 250 pounds maximum—2 times/day, 1 round each use.
 76-81 *Telepathy* 60 yards range—2 times/day,
 82-88 *Teleportation* one time/day, 600 pounds maximum, casting time 2.
 89-94 *X-ray vision* 40 yards range—2 times/day, one turn per use.
 95-97 Roll twice on this table ignoring scores of 95-97.
 98-99 Character may choose one power from this table.
 00 Character may choose one power from this table, and then roll on the **Special Purpose Weapons Table**.

*Saving throws apply as usual.

If the same power is rolled twice, the uses per day are doubled, etc. Powers function only when the weapon is drawn and held and the possessor is concentrating upon the desired effect. Most powers require that the character stop and concentrate for a full round.

Special Purpose Weapons

A: Purpose: A weapon's purpose must suit the alignment and type of the weapon in question. Killing is always restricted to evil victims when the weapon is of good alignment. Weapons dedicated to slaying monsters are either good and slay neutral or evil monsters, or evil and slay neutral or good monsters.

Roll	Purpose
01-10	Defeat/slay diametrically opposed alignment ¹ .
11-20	Defeat priests (of a particular type).
21-30	Defeat fighters.
31-40	Defeat wizards.
41-50	Defeat thieves.
51-55	Defeat bards.
56-65	Overthrow law and/or chaos.
66-75	Defeat good and/or evil.
76-95	Defeat nonhuman monsters.
96-00	Other.

¹The purpose of the true neutral version of this weapon is to preserve balance (see **Alignment** in the *DMG*) by defeating/slaying powerful beings of the extreme alignments (lawful good, lawful evil, chaotic good, chaotic evil).

B: Special Purpose Power: These specific powers operate only in pursuit of the special purpose.

Roll	Power
01-10	<i>Blindness</i> for 2d6 rounds ¹ .
11-20	<i>Confusion</i> for 2d6 rounds ¹ .
21-25	<i>Disintegrate</i> ¹ .
26-55	<i>Fear</i> for 1d4 rounds ¹ .

- 56-65 *Insanity* for 1d4 rounds¹.
 66-80 *Paralysis* for 1d4 rounds¹.
 81-00 +2 to all saving throws, -1 to each die of damage sustained.

¹Upon scoring a hit with the weapon, unless the opponent succeeds with a saving throw vs. spell.

Languages Spoken by Weapon: The DM should determine languages spoken by the weapon based on his campaign and the history of the weapon. Thus, an intelligent *warhammer* fashioned by the dwarves would certainly understand Dwarf.

Roll	Languages
01-40	1
41-70	2
71-85	3
86-95	4
96-99	5
00	6 ¹

¹Or the total of two additional rolls ignoring a score of 00, whichever is the greater.

Weapon Ego

Only after all aspects of a weapon have been determined and recorded can the ego rating of a weapon be found. Ego, along with intelligence, is a factor with regard to the dominance of weapon over character, as detailed on the **Weapon Ego Table** below:

Weapon Ego Table

Attribute of Weapon	Ego Points
Each + of weapon ¹	1
Each primary ability ²	1
Each extraordinary power ²	2
Special purpose	S
Each language spoken	1
Telepathic ability	2
Reading languages ability	1
Reading magic ability	2

¹A *sword* +1 has one ego point, but if it has another (higher) plus, these are also counted. For example, a *flame tongue* +1 has a maximum plus of 4, so it is +1/+4 for five ego points. In addition, weapons that have no extra pluses but extra powers (like a *holy avenger*, of *sharpness*) add double their + rating for ego.

²If double ability, double ego points.

Weapons vs. Characters

When a weapon possesses unusual characteristics, it has a personality, which is rated by combining its intelligence and ego scores. The weapon is, of course, absolutely true to its alignment, and if the character who possesses the weapon is not,

personality conflict—weapon vs. character—results.

Similarly, any weapon with an ego of 19 or higher always considers itself superior to any character, and a personality conflict will result if the possessor does not always agree with the weapon.

The personality score of a character is:

Intelligence + Charisma + Experience Level

Note that the personality score is reduced by one for every group of points of damage taken equal to the character's average number of points per level. Divide the character's total hit points by his or her level (round up). For example, a fighter of 7th-level has 53 hit points: $53 \div 7 = 7.6$. Thus for every 8 points of damage, the fighter's personality score is reduced by 1.

Whenever personality conflict occurs, the weapon will resist the character's desires and demand concessions such as:

- Removal of associates, henchmen, hirelings, or creatures of alignment or personality distasteful to the weapon.
- The character is divested of all other magical weapons.
- Obedience from the character so weapon can lead the expedition for its own purposes.
- Immediate seeking and slaying of creatures hateful to the weapon.
- Encrustation of pommel, hilt, scabbard, baldric, or belt with gems and a special container made of precious substances for its safekeeping.
- Magical protection and devices to protect it from molestation when not in use.
- That the character pay it handsomely for all abilities and power the weapon is called upon to exercise in behalf of its possessor.
- That the character carries it on all occasions.
- That the character relinquishes the weapon in favor of a more suitable person due to alignment differences or conduct.

Any time the personality score of a weapon exceeds the personality score of the character who possesses it, the weapon will dominate its possessor, and it can force any or all of the above demands or actually cause any of the following actions:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or his associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely where the character-weapon alignment and purposes are

harmonious. However, the weapon might wish to have a lesser character possess it so as to easily command him, or a higher level possessor so as to better accomplish its goals. All magical weapons with personalities desire to play an important role in the success of activities, particularly combat. Such weapons are rivals of each other, even if of the same alignment. They will be aware of the presence of any similar weapon within 60 feet, and try their best to lead a possessor into missing or destroying the rival unless this is totally inimical to its nature—a *holy avenger*, for example, would certainly not allow destruction of any other lawful good weapon and might encourage their discovery, even at the risk of grim odds.

Weapons of this nature can never be totally controlled or silenced by the characters who possess them, even though they may be heavily outweighed by personality force. They may be powerless to enforce their demands, but they will be in there plugging. Even a humble +1 weapon of unusual nature can be a vocal martyr, denigrating its own abilities and asking only that the character only give it the chance to shatter itself against some hated enemy.

DM's Note: Most players will be unwilling to play weapons with personalities they way the personalities dictate. It is up to the DM to ensure that the role of the weapon is played to the hilt (so to speak) with the DM assuming the persona of the weapon if necessary.

In Ravenloft: The ego of an evil, intelligent weapon rises 5 points in Ravenloft. (Weapons of good or neutral alignment not affected.) If an evil weapon dominates its bearer, the weapon has a 50% chance of delivering itself to the lord of that domain. Each week a character wields an evil, intelligent sword, a Ravenloft powers check must be made.

In Kara-Tur: The weapon has Intelligence and capabilities as if it were an Intelligent sword, although it can never have communication ability beyond semi-empathy. Intelligence is 1d6+11.

Intelligent II*

XP Value: Varies

GP Value: Varies

DUNGEONS & DRAGONS Expert Set

Certain magical weapons may be intelligent and have other special abilities, as well. The DM can create special intelligent magic weapons or roll them randomly, using the following procedure. An intelligent weapon should be played by the DM, just like an NPC.

Rolling up an intelligent weapon:

1. Find out if the weapon has a special purpose (Optional 1d20).
2. Determine Intelligence score (1d20).

3. Find languages known (1d100).
4. Determine weapon's alignment (1d20).
5. Find primary power (1d100).
6. Roll extraordinary power, if any (1d100).
7. Roll ego score (1d12).

Special Purpose

A weapon will have a special purpose if a roll of 20 on 1d20 is made (the DM may choose to omit this roll, carefully placing all special purpose weapons, as they are both very powerful and very rare). Any weapon with a special purpose has Intelligence and Ego scores of 12, as well as one special purpose.

Special purpose is given to some rare weapons by their creator. The following list gives some special purposes that may be used, or the DM may invent others. Only one special purpose may be given to any one magic weapon

- Slay wizards (or elves).
- Slay priests.
- Slay fighters (or dwarves or halflings).
- Slay monster (roll for one type randomly).
- Defeat law (or chaos).
- Defeat good (or evil).

When used for its special purpose, the weapon gains one added ability, according to its alignment.

- Lawful weapons paralyze chaotic opponents unless the victim saves vs. spell.
- Neutral weapons add +1 to all of the user's saving throws.
- Chaotic weapons turn to stone a lawful opponent upon a hit unless the victim saves vs. spell.

Example: A lawful weapon with a special purpose to slay wizards will paralyze only chaotic wizards, and only if the saving throw is failed.

Intelligence

Each intelligent weapon has an Intelligence score, one or more primary powers, possibly an extraordinary power, and a method of communication. Empathy means that the user of the weapon somehow knows what the weapon's powers are and how to use them.

Die Roll	Int Score	Powers	Method of Communication
01-14	None	None	None
15	7	1 Primary	Empathy
16	8	2 Primary	Empathy
17	9	3 Primary	Empathy
18	10	3 Primary	Speech
19	11	3 Primary + Read Magic	Speech
20	12	3 Primary + Read Magic + 1 Extraordinary	Speech

Languages

Speaking weapons talk aloud, usually telling the user what is desired. Any weapon that can *read magic* can read written information in any language it can speak. A talking weapon always knows the number of languages rolled. The DM has to choose which languages are known.

Roll	Number of Languages
01-50	1
51-70	2
71-85	3
86-95	4
96-99	5

00 Roll again twice and add the results

Alignment

Determine the alignment of the intelligent weapon (roll 1d20):

Roll	Alignment
01-13	Lawful
14-18	Neutral
19-20	Chaotic

A weapon's alignment cannot be detected until it is handled. If the creature handling the weapon is of the same alignment, there are no adverse effects. However, if the alignment is different, the user takes some damage in each round in which the weapon is touched or held, according to the following chart.

User's Alignment	Weapon's Alignment	Damage per Round
Lawful	Neutral	1d6
	Chaotic	2d6
Neutral	Lawful	1d6
	Chaotic	1d6
Chaotic	Lawful	2d6
	Neutral	1d6

Primary Powers

Roll 1d100 to find any primary powers a weapon might have. The number of primary powers depends on the weapon's Intelligence score. Duplicate results should be rerolled.

Roll	Primary Power
01-15	Detect shifting walls and rooms
16-30	Detect sloping passages
31-40	Find secret doors
41-50	Find traps
51-60	See invisible objects
61-70	Detect evil/good
71-80	Detect metal
81-90	Detect magic
91-95	Detect gems

- 96-99 Roll for one extraordinary power (see **Extraordinary Powers** below)
 00 Roll twice more on this table

Unless otherwise noted, one primary power may be used each round, once per round. The user must have the weapon in hand and be concentrating on the power in order to use it. Duplicate results should be rolled again unless noted otherwise.

Detect shifting walls and rooms: The weapon can find shifting walls and rooms within a range of 10 feet.

Detect sloping passages: The weapon can locate sloping passages within a 10-foot range.

Find secret doors: The weapon can locate all secret doors within a 10-foot range. This power can only be used three times per day.

Detect traps: The weapon can detect traps of any type within 10 feet, but only three times per day.

See invisible objects: The weapon can *see* invisible and hidden objects (but not secret doors) within 20 feet.

Detect evil (good): The weapon is able to detect one of these intentions up to a range of 20 feet. (Animals and traps are neither evil nor good.)

Detect metal: The weapon can *detect metal* of any type requested up to a range of 60 feet (unless blocked by lead). It points in the direction of the material.

Detect magic: The weapon can detect any magic spell or item within 20 feet, and causes the magic item (when commanded) to glow. This power can only be used three times per day.

Detect gems: The weapon can detect any type of gems (and tells their number) within a range of 60 feet (unless blocked by lead). The weapon points in the direction of the gems.

Extraordinary Powers

If the intelligent weapon has an extraordinary power, roll 1d100 on the table below. Duplicate results should be rolled again unless noted otherwise.

Roll	Extraordinary Powers
01-10	<i>Clairaudience</i>
11-20	<i>Clairvoyance</i>
21-30	<i>ESP</i>
31-40	<i>Telepathy</i>
41-50	<i>Telekinesis</i>
51-59	<i>Teleportation</i>
60-68	<i>X-ray vision</i>
69-77	<i>Illusion</i>
78-82	<i>Levitation</i>
83-87	<i>Flying</i>
88-92	<i>Healing</i> (duplicate allowed)
93-97	<i>Extra damage</i> (duplicate allowed)
98-99	Make two more rolls on this table
00	Make three more rolls on this table

As with primary powers, the user must have the weapon in hand and be concentrating on the power. Any extraordinary power is only usable three times a day unless specially noted otherwise.

Clairaudience: This power allows the user to hear noises (including speech) in an area up to a range of 60 feet through the ears of a creature in that area (unless blocked by lead). The user must concentrate for one turn in order to hear what the creature hears.

Clairvoyance: This power allows the user to see an area up to 60 feet away through the eyes of a creature in that area, unless blocked by lead. The user must concentrate for one turn in order to "see."

ESP: The user of the weapon may listen to any one living creature's thoughts. The user must concentrate in one direction, and can only "hear" thoughts within 60 feet (unless blocked by lead). The user can understand any thoughts "heard."

Telepathy: This power allows the user to perform the same powers as *ESP* (above), but also gives the ability to "send" thoughts to the creature contacted (as a *helm of telepathy*). Of course, the creature may refuse to answer.

Telekinesis: The user of the weapon may move up to 200 pounds of weight by concentration alone. See the wizard spell of the same name for more information.

Teleportation: This power allows the user of the weapon to *teleport* (as the wizard spell).

X-ray vision: This power produces the same effect as a *ring of X-ray vision* (the ability to see through anything, except gold or lead).

Illusion: This power allows the user to create one *phantasmal force* spell (as the wizard spell).

Levitation: The user of the weapon may *levitate* as if using the wizard spell of the same name, for a maximum of three turns.

Flying: The user of the weapon may *fly* as if using the wizard spell of the same name, for a maximum of three turns.

Healing: The weapon can heal up to 6 points of damage at the rate of 1 point per round. This power may only be used once per day. Duplicate ability rolls increase the amount of *healing* and the time required by six.

Extra damage: This power increases the user's Strength when striking for 1d10 rounds. During this time, the user inflicts four times the normal damage on each successful hit (but has no better chances to hit). Each duplicate roll of this power increases the multiplier by one (to five times, six times, etc.).

Ego

To determine the ego score of an intelligent (non-special purpose) weapon, roll 1d12. The ego of

the weapon is a measure of the force of its personality. A weapon with high intelligence and ego may try to control its user. The DM must make a control check at certain times.

Control checks: An intelligent weapon must be checked to see if it is controlling its user in five different situations:

- When the character first handles the weapon.
- When the character is wounded to a point where half of his or her original hit points are gone.
- When the character acquires any other magic weapon.
- When a character of a different alignment tries to use it.
- When a situation arises where the special purpose of the weapon (if applicable) can be used.

To make the control check, the DM must find the will score of the user and of the weapon. When the will scores are found, the being with the higher total score, either character or weapon, controls the actions of the character.

Will Score

An intelligent weapon's will score is found by adding the weapon's Intelligence, ego, and bonuses. The weapon gets a bonus of +1 to the will score for each extraordinary power it has, plus 1d10 points if the weapon is of a different alignment than the user. A character's will score is found by adding the character's Strength and Wisdom scores and subtracting any adjustments due to wounds, as follows:

- If the character is damaged, but has lost no more than $\frac{1}{2}$ the original hit points, 1d4 points are subtracted.
- If the character has lost more than $\frac{1}{2}$ of the original hit points, 2d4 points are subtracted from the will score.

Weapons in Control

If a weapon controls a character, the DM must decide on the actions of the weapon in certain situations. These may include:

- Leading the user past other magic weapons found, or to discard other weapons.
- Forcing the user to charge into combat to win glory for itself.
- Forcing the user to surrender to an opponent—either one more worthy of the weapon or one easier to control.
- Forcing the user to spend most of his or her money on items for the weapon (jeweled fittings, fancy scabbards, special magical protection, etc.).

The control lasts until the weapon is satisfied

or until the situation that caused the control check has passed.

Invisible*

XP Value: +1,000

GP Value: +5,000

DRAGON Magazine 169

This weapon does normal damage but appears only as a hilt; its blade cannot be seen. Blood or dirt can outline or betray the location of its blade, but even striking a creature does not make the metal itself appear. An *invisible blade* can therefore be concealed in a person's grasp and carried where weapons are not permitted. An *invisible weapon* is always silent when striking, even if it falls or is thrust against stone or metal. It never reflects light, but it can be normally affected by *heat metal* and similar spells, and it can be readily seen by creatures able to see *invisible* objects. When grasped (it need not be drawn), an *invisible weapon* allows its wielder to see as if using a *detect invisibility* spell.

Detect invisibility, *invisibility*, *gaze reflection*, and some form of magical *silence* are required for the enchantment of such a weapon. The magic must be worked on the weapon as it is forged and tempered.

of Lefthandedness*

XP Value: —

GP Value: 50

New Item

A variety of these weapons were created by the wizard/warrior Sleedak the Curmudgeon. Sleedak was left-handed, and he grew tired of the barbs and slights of "righties." Weapons of left-handedness may be found with any conceivable enchantment, and the enchantments do work—but only when the weapon is in the left hand. If held in the right hand, the enchantment either works against the would-be user or reverses with double effect. If, for example, a right-handed fighter uses an *invisible axe of lefthandedness*, the axe shines with a brilliant white light and cannot be concealed.

of Levitation*

XP Value: +400

GP Value: +2,000

DUNGEONS & DRAGONS Rules Cyclopedia

As with the potion, the user may float in the air for a maximum of three turns per use.

of Lighting*

XP Value: +100

GP Value: +500

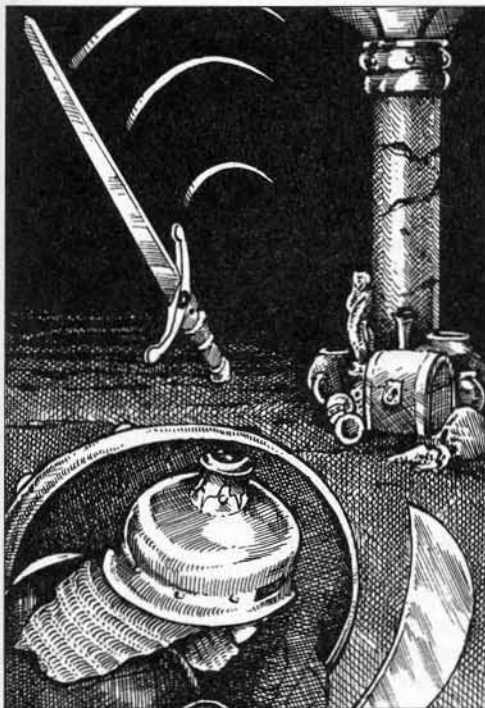
DUNGEONS & DRAGONS Rules Cyclopedia

A weapon that has this talent can create one *light* spell effect per day to a 120-foot range and lasting for 6 turns (similar to the 1st-level wizard spell).

Lightweight***XP Value:** +10**GP Value:** +100

DRAGON Magazine 181

For thieves, mountain climbers, fast scouts, and others on the go, these items are extremely useful. Weight and encumbrance may be reduced by half (rounding down) when these weapons and armor are used instead of ordinary ones. No additional advantages are given in combat, though they do count as magical for attack purposes against certain monsters.

**Living*****XP Value:** +1,000**GP Value:** +5,000

Wild Elves

Living weapons are conjured spirits that are bound into weapons by powerful magicians. They are highly evil creatures, capable of animating these weapons and attacking with them. They are typically used as guardians by the wizards who made them.

Living weapons are swift in combat. They fly through the air hitting targets with a +4 bonus to their attack and damage rolls. The weapons they inhabit are otherwise normal; once the *living weapon* has suffered full damage, the bound spirit is dispersed, and a normal weapon falls harmlessly to the ground.

Living weapons are usually swords, but they can be any melee weapons. In any form they inflict the base damage of the weapon, with a +4 attack and damage roll bonus. *Living weapons*

may be turned as undead, with the same chance as of turning vampires.

Living weapons are guardians. They have an attack range of 120 feet from the spot where they were bound. They are of low intelligence and obey simple commands from their masters.

These weapons are highly evil; they prefer to feed on the blood of sentient creatures, but they attack anything that gets within their attack range.

Living Weapon**Climate/Terrain:** Any/Subterranean**Frequency:** Rare**Organization:** Solitary**Activity Cycle:** Any**Diet:** Blood**Intelligence:** Low (5-7)**Treasure:** None**Alignment:** Chaotic evil**No. Appearing:** 1**Armor Class:** -1**Movement:** Fl 18**Hit Dice:** 6**THAC0:** 15**No. of Attacks:** 2**Damage/Attack:** By weapon +4**Special Attacks:** None**Special Defenses:** +1 or better**Magic Resistance:** 20%**Size:** M (5' long)**Morale:** Elite (13-14)**XP Value:** 2,000**Miniature***

See Enchanted Enhancements in Volume 1

Narcissistic***XP Value:** —**GP Value:** +100

IMAGINE Magazine 14

This weapon believes it has a magnetic personality. As a result, once the weapon's ego has been calculated normally, it is increased by 50%. Naturally, because it is so lovely, the blade has a magnetic effect on any metal near it. The wielder must have a Strength of 18 or the weapon sticks to any metal elements of his or her armor, and no attack or damage bonuses are applied.

Against foes in metal armor, the weapon acts as a normal magical weapon, but causes double damage. However, the wielder must spend one round unsticking the weapon from the target, during that time she or he can do nothing else.

The weapon is not magnetic, it just likes metal—especially when it can see its own reflection.

When the *narcissistic weapon* result is rolled on the Random Item Chart, the DM should roll another effect and combine the results.

6196

Petrified***XP Value:** +100**GP Value:** +500

DRAGON Magazine 197

These items are wooden weapons that have been permanently enchanted with petrification spells, making them equivalent to weapons made of stone (flint, obsidian, etc.) instead of wood. The weapons may still break in battle, but until they do, they strike with attack and damage penalties of -1 and -2 instead of the -2 and -3 penalties of normal wooden weapons. These weapons are also fireproof. Wooden weapons such as clubs or quarterstaves are also limited to being fireproof as a benefit. These weapons hardly seem worth the trouble of enchanting, but the process is good practice for apprentice wizards, so *petrified weapons* are fairly common. Besides, when fighting an opponent with a torch—a common event in the arenas of Athas—it's a comfort to know that a wooden weapon won't be burned into uselessness. It is also possible to bury petrified items for use as hidden markers, as they do radiate a *dweomer* that can be located by a *detect magic* spell.

Polymorphed*

See *Polymorphed Gear in Enchanted Enhancements, Volume 1*.

of Proficiency***XP Value:** +50**GP Value:** +500

DRAGON Magazine 181

In order to use something properly, whether a weapon or a tool, one has to learn *how* to use it. However, a clever wizard can get around this by creating magical weapons and enchanted items that magically impart skill in their use to the owner, but only when using those specific items. If a poor fighter doesn't know how to use any weapon but a short weapon (the only type he or she could afford at the start), a *broad weapon of proficiency* found by the character is perfectly usable, just as if he or she had trained in broad weapons. However, if another broad weapon is found (whether magical or mundane) and the fighter tries to use it, fighting takes place with the standard nonproficiency penalty. Note that in the case of *weapons of proficiency*, there are no attack or damage bonuses; a fighter can merely use them competently in battle even though he or she has no training with that weapon type.

These weapons are mainly useful for increasing a character's combat ability, but all standard weapon restrictions still apply (a wizard cannot use a *broad weapon of proficiency*). Since so many people complain about how helpless a 1st-level wizard is; for instance, a *staff* or *dagger of proficiency* would effectively double the number

of weapons he could use. If a fighter discovers too late that he or she should have invested in a missile weapon instead of specializing in melee weapons (or if a bow was simply too expensive), a *bow of proficiency* would give the missile capability of an ordinary fighter who was trained as an archer. Naturally, the owners of such weapons would have to take very good care of them; once those magical items are gone, so go the PCs' abilities to use such weapons, at least until training time comes around. The same goes with noncombat gear such as thieves' tools, musical instruments, and riding gear, unless such skills are assumed to come with the class.

Purple-Leaf***XP Value:** —**GP Value:** —

DRAGON Magazine 197

These magical knives, daggers, and swords are created from the razor-sharp blades of the purple grass that grows in the Athasian wilderness. Each weapon is made from an individual blade of grass that has had one or more *plant growth* spells cast upon it. The type of weapon gained depends on how many castings were used in the process of enchantment: A knife rates one casting; a dagger two; a short sword three; a long sword, broad sword (the latter created by trimming off the tip a bit), or bastard sword four; and a two-handed sword five. Because of the shape of the grass blades, only straight-bladed swords may be created in this manner; no curved weapons such as khopeshes or scimitars are possible.

A *purple-leaf blade* does the same damage as its regular steel counterpart. It does not break in combat, but if a natural 20 is rolled upon hitting an opponent, the blade bends out of line. It takes one round of effort to straighten the blade out, after which it may be used as before. These weapons are both fireproof and rustproof. They are worth 10 XP per casting of a *plant growth* spell required in their creation; a knife is worth 10, a dagger 20, a short sword 30, etc.

Quirks***XP Value:** —**GP Value:** —

DRAGON Magazine 163

The quirks of magical weapons are detailed in most of the major entries. We include a generic weapons' quirk list here for those entries, such as **Blowgun**, that do not have these optional tables.

Roll	Quirks Present
01–86	No quirks
87–94	One quirk
95–98	Two quirks
99–00	Three quirks

Roll	Result
01-05	Weapon glows (as per <i>faerie fire</i>) in normal darkness.
06-09	Weapon is lighter than normal. The wielder has a -1 bonus on any reaction or initiative rolls using the weapon.
10-14	Weapon is unable to harm 1d4 types of creatures.
15-18	Weapon must be used two-handed in order to gain its magical bonus. If the weapon is very short (a dagger or knife), is already a two-handed weapon, or this result does not otherwise apply, disregard this result and the roll.
19-23	Weapon's finish cannot be marred, stained, or scratched in any way.
24-28	Weapon hums whenever enemies come within 30 feet (and the sound negates any chance of surprise).
29-32	Weapon must be baptized in flame after combat, or it loses its magical bonus until it is placed within a fire for at least one hour (weapon is immune to the effects of normal fire).
33-37	Weapon is twice as heavy as normal. The wielder suffers a +1 penalty to all reaction and initiative rolls.
38-43	Weapon appears beat up, notched, scratched, stained, and dented. No amount of polishing can alter its appearance.
44-46	Weapon's magic functions only at night. Also, the weapon is evilly aligned and radiates this alignment.
47-49	Weapon's magic functions only during the day. The weapon is good aligned and radiates this alignment.
50-54	Weapon has a command word on it that shrinks it as would an <i>item</i> spell. To return the weapon to normal size, speak the command word backwards.
55-59	Weapon exhibits no magical properties until a certain condition is met (a <i>bless</i> spell is cast upon it, a certain type of creature is killed with it, etc.).
60-63	Weapon conducts electricity. As a result, the wielder suffers a -1 penalty on all saves vs. electricity or lightning and takes +1 point per die of damage.
64-68	Weapon radiates nondetection; thus a <i>detect magic</i> spell cannot register it.
69-72	Weapon is silent; it makes no noise when dropped or struck.
73-75	Weapon's magic makes it dangerous to wield in combat. If the wielder misses an attack against an intended opponent, he or she must roll under his or her Dexterity score on 1d20 or the weapon slips. An attack roll must be made against any ally in a 5-foot radius (or against the wielder, if no allies are near). A successful hit on oneself or a friend does half damage.
76-79	Weapon is not affected by acid.
80-85	Weapon cannot be broken by any means short of divine power or a near irresistible force (such as having 10 tons of rock dropped on it).
86-89	Weapon is immune to the effects of rust (including the attack of a rust monster).
90-94	Weapon is <i>invisible</i> whenever drawn or wielded in combat.
95-97	Weapon's blade or head exists in the Ethereal or Astral Plane (50% chance of either), and is able to hit creatures that can "phase out," become ethereal, and so forth when in an alternate plane.
98-00	Weapon is intelligent—twice, with vastly differing personalities and alignments. The DM should roll twice on the Sword Intelligence Table (see <i>Sword, Special</i>) and disregard any result of no intelligence. The weapon has two egos. Though it tells its owner of the powers it offers, it never discloses the number of charges it possesses. Note that an intelligent weapon never willingly uses its last few charges. These weapons can always be recharged, regardless of type. The weapon switches personalities every 1d4 days.

Racial*

See *Racial Enhancements in Enchanted Enhancements, Volume 1.*

of Returning*

XP Value: +1,000 **GP Value:** +5,000

DUNGEONS & DRAGONS Rules Cyclopedica

This type of hand-hurled missile weapon returns to the user if it misses its target; it is sometimes called a "boomerang" weapon. If it misses, it returns at the end of the same round and may automatically be safely caught by the character throwing it (unless the user is paralyzed, confused, immobile, or incapacitated). If it hits a target, the weapon does not return.

of See Invisible*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedica

This item can find all *invisible* and hidden objects or creatures (but not secret doors) in a 20-foot radius.

Shivering***XP Value:** — **GP Value:** +100

IMAGINE Magazine 14

This magical weapon is so afraid of fighting that it shivers with fright during melees. This causes it to have 12 attacks per round instead of its normal allowance, but all the attacks are at -1 instead of its normal bonus. An attack or Strength bonus due to the wielder only applies to the first attack. Any other abilities the weapon possesses are unaffected. Each attack only causes 1 point of damage.

When the *shivering weapon* result is rolled on the random item chart, the DM should roll another effect and combine the results.

of Silence***XP Value:** +300 **GP Value:** +1,500

Oriental Adventures

When held, this weapon cloaks the character in a muffling field, deadening but not totally stopping all sound emanating from the character. The character can still hear all sounds normally. This field improves the ninja's and thief's chance of moving silently by 15% and increasing the chances of hiding in shadows by 20%. Sonic-based attacks are reduced to half or no damage (depending upon the success of a saving throw). The field extends over the wielder and all carried possessions only. Should something be dropped or if an object is knocked over, it makes the normal noise. Thus the weapon does not protect against clumsiness.

of Silencing***XP Value:** +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedias

This talent can create one *silence*, 15' radius spell effect a day to 180-foot range (as the 2nd-level priests spell).

of Slaying***XP Value:** +1,000 **GP Value:** +5,000

Oriental Adventures

This is a *weapon* +3, marked or made in some distinctive way found in the lands of Kara-Tur. Its appearance makes it easy to pick out from a group of similar weapons. Its markings also serve to identify the type of creature affected by the weapon. If the weapon is used against the type of creature identified by the markings, it slays the creature instantly on a successful hit (saving throws applicable). Once successfully used, the weapon loses all its magical properties. Below is a list of some of the creatures that might be affected by the slaying power (roll 2d12). Obviously, many other creatures could be included on this list. The DM should create, modify, or limit weapons of slaying as best fits the campaign.

Roll	Creature	Roll	Creature
02	Bajang	13	Ninja
03	Bushi	14	Ogre Magi
04	Dragons	15	Ogres
05	Elementals	16	Oni
06	Giants	17	P'oh
07	Hengeyokai	18	Samurai
08	Hu hsien	19	Shukenja
09	Kalau	20	Sohei
10	Korobokuru	21	Spiders
11	Kuei	22	Spirit folk
12	Nats	23	Wu Jen
		24	Yakuza

of Slicing***XP Value:** +500 **GP Value:** +2,500

DUNGEONS & DRAGONS Rules Cyclopedias

This talent applies only to edged weapons (swords, daggers, and knives, though axes may qualify). If any other weapon type indicates this talent, roll again. If the edged weapon's attack roll is 19 or 20 counting the weapon's magical bonus but no other bonuses, the opponent struck must make a saving throw vs. death magic or be struck dead with one blow. If the saving throw is successful, the victim still takes triple normal damage. These special damage bonuses do not apply when the weapon is used against constructs or undead.

of Slowing***XP Value:** +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedias

When a successful hit is made, a weapon with this talent can cause the opponent struck to become *slowed* (as the reverse of the 3rd-level wizard spell *haste*) for 1 turn (no saving throw). The user may decide whether or not to use this effect after the swing hits.

of Specialization***XP Value:** +100 **GP Value:** +1,000

DRAGON Magazine 181

Items of specialization behave the same as those of *proficiency*, but they act in the owner's hand as if the user had training in weapon specialization, as opposed to mere proficiency. Unlike *items of proficiency*, only weapons may be enchanted for specialization. Only single-class fighters can use *weapons of specialization*. Unlike *weapons of proficiency*, these weapons do give attack and damage bonuses, but the bonuses are granted to the user and are not inherent in the weapon; thus they are not effective against creatures that can be struck only by enchanted weaponry.

Remember, too, that the specialization bonus only comes with that particular weapon; skill in using all weapons of the type in the specialization mode does not come from mere use of that one item.

Spectral***XP Value:** 3,000**GP Value:** 6,000

The Ruins of Myth Drannor

These eerie weapons were once very popular. Fashioned from the bones of creatures who died violently, they appear only as hilts carved of bone. When grasped by a living or undead being, a weapon of glowing white *corpselight* appears from the hilt.

The *spectral weapon* is insubstantial, and passes through solid objects: consider targets to be whatever Armor Class they naturally possess (counting Dexterity bonuses and magical protection but not physical armor, unless it is magical). For example, a knight of average Dexterity in nonmagical full plate armor is AC 10 to this blade, not AC 1.

Whenever a *spectral weapon* hits living flesh, it affects it as a *chill touch* spell does (the victim must save vs. spell or suffer 1d4 points of damage and loses 1 point of Strength for an hour, or if not rated for Strength, loses 1 on its attack rolls for every second successful attack of a *spectral weapon*).

If this sort of weapon is wielded by an undead creature, it automatically does 2d4 points of damage. (Strength loss still occurs only if the victim's save fails). Undead creatures cannot be harmed in any way by this weapon.

of Speed**XP Value**

+1: 2,500

+2: 3,000

+3: 3,500

+4: 4,000

+5: 4,500

GP Value

9,000

12,000

15,000

18,000

21,000

Unearthed Arcana

A *weapon of speed* is a magical weapon, usually +2, that enables its wielder to always make the first attack in a melee round, even though some magical effect might have otherwise slowed his or her speed and reaction time. This initial attack comes in the first segment of the round, ahead of any other action that may also take place in that segment. The *weapon of speed* also allows more than one strike in some rounds; it increases the wielder's figure for attack per melee round by one place, so that if one attack is normal, the improved figure is 3/2, and if 3/2 is normal, then the improvement is to two attacks per round. This increase in attacks is cumulative with any other bonus attacks (such as those provided by a *haste* spell). The order of attacks in the round is determined normally after the wielder of the *weapon of speed* has made his or her first attack to begin activity in the round. It is possible, for instance, that a wielder entitled to three attacks in the

round will attack once before any other action takes place, and then (because of poor initiative rolls or other factors) takes his or her remaining two attacks at the very end of the round.

There is a 25% chance that the weapon will have a bonus of something other than +2; if this occurs, roll percentile dice and refer to the following table to determine the appropriate bonus:

Roll Type

01-50 +1

51-75 +3

76-90 +4

91-00 +5

of Speed II***XP Value:** +1,000**GP Value:** +5,000

Oriental Adventures

If the weapon is a bow (including crossbows and pellet bows), the weapon allows the user to fire at double the normal fire rate. Furthermore the weapon automatically nocks or cocks itself, allowing the user to automatically fire one shot first in the melee round. If surprised, the character is unable to react quickly enough. However, in situations of complete surprise, the character is able to fire one shot with an initiative of two.

If the weapon is a throwing weapon, it virtually leaps from the character's hand and darts toward the target at incredible speed. At the beginning of any round that the character has the weapon in hand, he or she may automatically make the first attack, provided the weapon is thrown.

For martial arts weapons, a *weapon of speed* allows the character to make twice the normal number of attacks allowed by the martial arts style when fighting with the magical weapon. The character must know a martial art style that teaches the use of the weapon to gain this benefit.

of Speeding***XP Value:** +1,000**GP Value:** +5,000

DUNGEONS & DRAGONS Rules Cyclopedia

The talent will, on command, create a *haste* spell effect on the user only. The user may then move at double normal speed and attack twice per round for one turn (similar to the 3rd-level wizard spell).

Stoneiron***XP Value:** +0**GP Value:** +0

DRAGON Magazine 197

These weapons are similar to *woodiron weapons*, in that they have the strength and normal combat abilities of regular iron weapons. However, these weapons are made of stone. Effectively unbreakable, they are another means of giving selected Athasian warriors weapons as good as steel arms

6213

without cutting into the world's scanty supplies of iron. Because stone is a better beginning material than wood, *stoneiron weaponry* is less valuable in experience points as are woodiron weapons, the experience point total being 20 times the price of a normal iron weapon in gold pieces. For example, a *stoneiron warhammer* is worth 40 XP.



of Surrender*

XP Value: — GP Value: +150
IMAGINE Magazine 19

This weapon was made for a once-powerful king by his court magician. It is a powerful weapon with sundry interesting characteristics, whatever is suitable for a particular campaign. Unfortunately, the magician was a traitor, and was bribed to make the weapon turn against his master. The day came when the king faced his enemies in a battle he was sure to win. A soldier, not knowing what harm he did, delivered a message to the king containing a strange word. This was the command word for the king to become aware of the *geas* upon the weapon; he was to surrender to his enemies. His advisors watched in horror as he crossed the field to yield to the leader of the opposing host. His army began to lay down its arms and shuffle, broken, from the field, behind them, the king suddenly recovered his wits, and found himself ringed by spearmen. Only then did he realize what befell him.

When this weapon is used in combat, the user

must roll a saving throw vs. spell or immediately surrender to the forces of the enemy, whether it is one meek kobold, or the complete denizens of the Abyss. If the saving throw is successful, the weapon reacts as a normal magical weapon.

When the *surrendering weapon* result is rolled on the random item chart, the DM should roll another effect and combine the results.

of Telekinesis*

XP Value: +300 GP Value: +1,500

DUNGEONS & DRAGONS Rules Cyclopedica

A user carrying one of these weapons may move up to 200 pounds of weight by mere concentration, like a *ring of telekinesis*.

of Telepathy*

XP Value: +400 GP Value: +2,000

DUNGEONS & DRAGONS Rules Cyclopedica

This is the same as *ESP*, but with the ability to "send" thoughts to the creature contacted (as a *helm of telepathy*).

of Teleportation*

XP Value: +500 GP Value: +2,500

DUNGEONS & DRAGONS Rules Cyclopedica

The user may *teleport* once a day as the wizard spell.

of Translating*

XP Value: +400 GP Value: +2,000

DUNGEONS & DRAGONS Rules Cyclopedica

The weapon that has this talent can, on command, enable the user to understand any and all languages heard. The ability lasts for 6 turns.

Unbreakable*

XP Value: +1,000 GP Value: +5,000

Oriental Adventures

This weapon cannot be broken by the weapon breaker martial arts special maneuver. There is a 75% chance that the opponent's weapon is broken instead, should he or she attempt this maneuver. If the weapon ever has to make a saving throw against breakage or crushing blow, it fails only on a 20.

Uncharged*

XP Value: ½ GP Value: ½

New Item

Let's face it. With the tragedies that can occur when using *permanency* spells, not every wizard is willing to make a sacrifice for someone else. To counter this, many wizards just "forget" to cast the much needed *permanency* when they create a weapon.

In this case, the weapon literally becomes a *charged* item. When a wizard does not cast this vital spell on a weapon, it is assumed to have

6220

1d100 charges. Luckily, these charges are not used whenever the weapon misses its intended target. Whenever the warrior (or whoever is using the weapon) strikes a target, one charge is used up, whether the weapon caused maximum damage or just 1 point of damage. Once the last charge is used, the weapon becomes nonmagical.

of Venom*

XP Value: +2,000 **GP Value:** +10,000

Oriental Adventures

These weapons are identical to *daggers of venom*.

of Watching*

XP Value: +200 **GP Value:** +1,000

DUNGEONS & DRAGONS Rules Cyclopedia

A weapon with this talent may be commanded to watch for any one monster type or race. The weapon can then sense the presence of the creatures specified, and it will vibrate slightly if one or more of the named creatures come within 60 feet of it. The vibration silently alerts the user. A specific creature cannot be named, only a race or monster type, and the weapon can only sense one race or type per day, even if none are sensed.

Weightless*

See *Weightless Item* in **Enchanted Enhancements, Volume 1.**

of Wishing*

XP Value: +900 **GP Value:** +4,500

DUNGEONS & DRAGONS Rules Cyclopedia

This talent will grant 1d3 *wishes* to the user (identical to the 9th-level wizard spell).

Woodiron*

XP Value: +0 **GP Value:** +0

DRAGON Magazine 197

These are wooden weapons which have been given the properties of metallic weaponry through enchantment, thus eliminating all penalties for attacking and damage. They are also fireproof and unbreakable. Weapons normally made of wood, such as the club and quarterstaff, are now +1 on attack and damage rolls; they do not have this bonus otherwise and cannot hit creatures that can only be harmed by weapons of +1 or better. Multiply the gold piece value of a normal weapon or shield by 25, and that is the experience point value of these weapons for the wizard creating them—for example, a *woodiron short sword* is worth 250 XP. These weapons are invaluable on Athas, though they would no doubt be disdainfully sniffed at elsewhere, as they give fighters good weapons without cutting into Athas's woefully small supply of iron.

of X-Ray Vision*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

The user may see through objects as though wearing a *ring of x-ray vision*.

Weed

Magical weeds are wild plants that have magical or quasimagical effects. A saving throw vs. spell is allowed to negate the weed's effects unless otherwise stated in the accompanying text.

Rapture

XP Value: 150 **GP Value:** 900

The Final Enemy

Also known as *submarinum intoxicatus morbidum* or *rapture weed* is an uncommon variety of seaweed found only at ocean depths of 200 feet or more. It is a pale green color and has fronds edged in pale gold. *Rapture weed* is virtually unknown to land dwellers though well known to marine races who use it as land dwellers would use wine.

Its taste is extremely pleasant and its effects on marine peoples are mildly euphoric; it produces in them a slight inebriation and a feeling of well being. However, when it is chewed by land-dwellers, the inebriation soon gives way to drunkenness which is followed rapidly by unconsciousness, a state lasting 1d2 hours.

Furthermore, any land dweller who chews three or more fronds of the weed within a 24-hour period becomes hopelessly addicted and exhibits all the horrible symptoms of addiction to strong narcotics. The addict will sell every last possession in order to purchase more of the plant; he or she will lie, cheat, steal, and even murder to obtain it, regardless of alignment or profession. The addict's death will occur in 1d4+2 months. The only known cures for this terrible condition are *neutralize poison* followed by *exorcise*, *heal*, *limited wish*, *wish*, or *alter reality*.

Unfortunately these facts are as little known to land dwellers as is the nature of the plant itself, while the marine races are equally ignorant of the plant's effects on land dwellers and of the remedy for addiction to it; the plant simply does not affect them this way. However a few human sages do have knowledge of the plant, its properties and the remedy against addiction, as do a few alchemists and high-level assassins. The latter gentlemen have been known to pay as much as 500 gp for a single frond.

of the Witch

XP Value: 1,000 **GP Value:** 5,000

Old Empires

The foul fumes of this weed (also known as *witchweed*) affect all wizards. When burned, it

6227

produces a vaporous cloud, 30 feet in radius. Any wizard within its vapors begins to cough violently, is unable to cast spells, and suffers two points of damage per round. The weed burns for 1d6+10 rounds. This long, green weed is grown and used frequently in Luthcheq, a city in Chessenta where wizards are forbidden. When burned, it produces a foul stench similar to burning tobacco. *Witchweed* is typically bundled in shipments of 13 stalks.

Well

Normal wells are nothing more than stone-lined holes in the ground. They penetrate the water table and create a place where water can be drawn out with a bucket or pump. Magical wells can be as simple as a stone-lined hole or as elaborate as a piece of cloth that can be folded and placed in a pocket.

of All Heals

XP Value: —

GP Value: —

Treasures of GREYHAWK

As the golden door opened, we beheld a wonderful sight—a room ringed with ornate spouts that shot a splendid aqua-colored water that caught the light in a thousand rainbow hues. A beautiful swan floated upon the water.

Upon our entrance into the room, the swan beckoned us to come swim with her. We completely submerged, one a minute and we found all our wounds began healing. After 10 minutes, the healing was complete.

The well's powers are strong—even the dead can be brought back to life (system shock roll is voided in this case). Even those who have been reincarnated return to their original form. Unfortunately, the well also inflicts a form of total amnesia that erases all of the memories of the past 24 hours. In this way, the well is able to protect itself from people who would continually abuse its powers.

of Dreams

XP Value: 1,000

GP Value: 6,000

POLYHEDRON Newszine 69

Deep within an elven glade, in the shade of a particularly large, stringy bark tree, rests a stone well. An old wooden sign propped up against it reads: "This be the *Well of Dreams*. One gold, one silver, or one Copper. Fate awaits."

The well is an ancient magic item of great power. It grants an ability, disability, or boon to a player character who tosses a coin into its depths. A character can make use of the well but once a year.

To make the well operate, a character must toss a coin into it. If a character tosses in more than



one coin, the one of the highest value counts. If any characters enter the well, they discover the walls are smooth and algae-covered. The well's water begins about 30 feet down from the rim, and the water is 200 feet deep. Characters who are submersed in or drink from the water gain no benefits.

Effects caused by the coins are instant and permanent. Characters tossing a coin should roll 1d8 and 1d12, total the numbers, and refer to the tables below.

Platinum and Gold Coins

Roll	Effect
02	Raise ability score of choice by 1.
03	Lower ability score of choice by 1.
04	Advance to 1 XP below the next level.
05	Small, insect wings grow from the character's back. The insect wings allow leaps upward of 5 feet and forward 15 feet once every three turns.
06	A third eye appears on the character's forehead. The third eye lowers the character's Charisma score by 1. It has no beneficial effects.
07	Two-foot-long beard grows from the character's chin. The beard is always 2 feet long; it does not grow. If the character already had a beard, the beard is now 2 feet longer. If the character is

6229

female, Charisma is lowered by 2 until she shaves.

- 08 New, brown leather boots appear on the character's feet.
- 09 Three gold pieces pop out of the well.
- 10 A pouch filled with 14 gold pieces drops on the character's head (1 point of damage).
- 11 A purse filled with 30 platinum pieces appears at his or her feet.
- 12 A loud burp comes from the well.
- 13 The character's coin flies out of the well, with a bite out of it.
- 14 Two-foot-long beard grows from the chin. The beard is always 2 feet long; it does not grow. If the character already had a beard, the beard is now 2 feet longer. If the character is female, Charisma is lowered by 2 until she shaves.
- 15 The handle of his or her weapon becomes coated with honey.
- 16 Gain one nonweapon proficiency of the character's choice.
- 17 Character is struck by a miniature *lightning bolt*, 1d8 damage.
- 18 He or she becomes *invisible*—permanently. The character and all gear are *invisible*, per the 2nd-level wizard spell. The *invisibility* lasts until broken (see spell description) or dispelled (treat the well as a 20th-level caster).
- 19 The character's primary edged weapon is now *vorp*, or his or her blunt weapon will now return when thrown. An edged weapon is now the same as a *vorp sword* +3; a blunt weapon acts like a boomerang, returning on the round following each throw.
- 20 The character is cursed with lycanthropy: 1–2, werebear; 3–4, weretiger; 5–6, werewolf.

Silver and Copper Coins

Roll	Effect
02	Character turns into a drow.
03	The skin turns green, hair turns black. Charisma drops by 2.
04	The character gains maximum points for the level.
05	A weapon of choice becomes +1.
06	There is an instant of darkness, then everything is as it was before.
07	Hands and feet become webbed. Character automatically gains the swimming proficiency, swimming movement rate is 18.
08	A trumpet blares, then a lone swan

takes flight from the well.

- 09 Some of the character's gold disappears. One half of all carried gold pieces vanish.
- 10 Nothing happens.
- 11 A pouch, with the thrown coin in it, appears in your hand.
- 12 Five coins, of the same kind thrown in, come back out of the well.
- 13 Nothing happens.
- 14 A pile of 15 platinum pieces falls at the character's feet.
- 15 Character gets younger. Humans regress 1d20 years; elves 10d10 years; dwarves 10d6 years; halflings 1d20 years; and gnomes 10d6 years.
- 16 Hands and feet become webbed. Character automatically gains the swimming proficiency, swimming movement rate is 18.
- 17 One saving throw number of the character's choice increases by 1, while another decreases by 1.
- 18 For the next 24 hours, the coin tosser is a colorless, odorless gas. This acts the same as a *potion of gaseous form* except that the character cannot reform for 24 hours.
- 19 A voice from the well says, "A *wish* will come your way when you least expect it." Sometime in the future, when the character desires something, the *wish* will be granted.
- 20 Nothing happens.

The well should prove to be a popular locale for PCs, once they learn its secrets. Of course, various ferocious monsters probably will grow fond of the well, too.

of Many Worlds

XP Value: 6,000

GP Value: 12,000

DUNGEON MASTER Guide

This strange interdimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world—another planet, a different campaign setting, or a different plane at the DM's option or by random determination. If the well is moved, the random factor again comes into play. It can be picked up, folded, and functions, just like a *portable hole*. Things from the world the well touches can come through the opening, just as easily as from the initiating place.

In Ravenloft: In Ravenloft, this item looks like a simple, seamless piece of black cloth. It radiates strong magic, but does not function in the demiplane.

6230

Sumbar Oracle

XP Value: 12,000

GP Value: 60,000

Pirates of the Fallen Stars

"I visited that oracle once. Asked what my life's callin' was. Got some mumbo-jumbo about 'man's greatest failing' and 'weeping and wailing.' It's all hooley, if'n yer ask me, and I knows ya didn't but I'm a 'tellin' ya anyways. Threw my best throwin' dagger down that slimy ol' well, too, I did, and couldn't get it back neither. Shoulda tossed ol' Teldar in there—maybe then I'd 'a got an answer!"

The island of Sumbar is the contact point for a powerful and mysterious oracle. This being, known as the *Sumbar Oracle* or the *Oracle of Nasmen*, will answer a single question for each questioner who comes to it. Often, the answer will be unclear, but no one has ever found the oracle to lie, once the prophecy was understood.

To use the oracle, one must first reach Sumbar. This is more difficult than it would first appear, as the island is surrounded by treacherous reefs that move between visits so that no one has ever been able to plot a permanent safe course through them. Once ashore, the seeker must make his or her way to the ridge from which the oracle (that takes the form of a large well) may be addressed.

Before addressing the oracle, it is customary to toss a valued item down the well as a sacrifice. The more valuable the item, the more accurate and clear the reading, according to legend; no one has ever confirmed or denied it. After the sacrifice, the questioner simply calls the question down into the well; a voice drifts up from below, conveying the response.

The oracle tends to respond in riddles and poetry that are not clear until after the fact. It also tends to mislead, providing answers with two possible interpretations—at least initially.

For game purposes, treat the oracle as a *contact other plane* spell for an Outer Plane entity with an Intelligence of 20. If the oracle does not know, it will give a misleading or ambiguous answer. Only if the knowledge and veracity rolls are both made will the oracular prediction be at all clear.

The chance of insanity has a very special meaning for this oracle. Rather than giving the chance that the character will go insane after the reading, instead it gives the chance that the character will act as a result of the prophecy in precisely the way to bring himself the greatest doom. The oracle will word its prediction in such a fashion that the seeker will respond with an action that fulfills the most horrible interpretation of the prophecy. Regarding the sacrifice, any of the following may be true at the GM's discretion:

- The sacrifice is irrelevant; the oracle will answer the question regardless of whether or not a sacrifice is made.
- The sacrifice is required, but its value is irrelevant; if the supplicant asks a question without sacrificing something, even if it is a single copper piece, an imp flies up from the well to attack the questioner.
- As above, but the value of the sacrifice is significant. For each 1,000 gp value of the sacrifice, the Intelligence of the entity is increased by one. Thus, a 2,000 gp sacrifice is treated as if the entity had an Intelligence of 22. (For magic-heavy campaigns, the DM may wish to begin the oracle's Intelligence at 0.)

Wheel

A wheel is normally mounted to turn on an axle, a rod connected to the wheel's center. Magical wheels are no different and may be found mounted on devices of various sorts. The turning of the wheel causes any number of effects—noise, light, heat, the movement of other parts, and so forth. Wheel sizes vary according to use; a magical wagon wheel, for example, would appear identical to an ordinary one.

of Burning

XP Value: —

GP Value: 1,000

The Book of Marvelous Magic

This wheel appears and functions as a *wheel of lighting*. However, if any creature enters the lighted area ahead of the wagon, the light disappears and reappears on the wagon. In addition, the light becomes quite warm and inflicts 1 point of heat damage per round to all within the area of effect, which is 30 feet in diameter. Oddly, the heat cannot damage objects; only creatures are affected. The hot light cannot be extinguished by command once it has begun to heat, but a *remove curse* or *dispel magic* spell (treat as 15th-level magic use) makes the light and heat disappear.

Faerie's

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

This small, ornamental wheel enables the user to *levitate*, but in an odd fashion. When held in hand and the command word spoken, the wheel lifts the user upward and forward, as if it were attached to the rim of a wheel 120 yards in diameter. The user reaches the highest point, 120 yards directly above the starting position, in three rounds and returns in another three rounds. A second command causes the wheel to stop functioning and drop the user. Obstructions in the wheel's path may damage the user. If the wheel is used indoors, the user hits the ceiling as if falling upwards, tak-

6233

ing 1d4 points of damage per 10 feet traveled, and remains there until the wheel is commanded to cease functioning. The user then falls from the ceiling and again takes damage unless protected by other means. The wheel can be activated three times a day.

of Fire

XP Value: 1,800

GP Value: 9,000

Oriental Adventures

These magical items are always found in pairs and look like large, ornately decorated chariot wheels. When mounted on a chariot and the command word spoken, they burst into magical *flame*. The *flame* does not hinder the movement of the chariot, nor does it harm the vehicle, animals, or occupants. However, all creatures within 30 feet of the chariot suffer 2d6 points of damage from the intense heat (unless immune to fire). Furthermore, the chariot leaves flaming tracks behind it wherever it goes. Saying the command word a second time causes the flames to disappear.

of Floating

XP Value: 1,200

GP Value: 6,000

DUNGEONS & DRAGONS Rules Cyclopedia

This item is identical to a normal wagon wheel, but it enables any wagon upon which it is mounted to float on water. One *wheel of floating* allows a wagon to be towed across a river or stream, carrying up to 1,000 pounds weight without sinking. Each additional *wheel of floating* allows 500 pounds more weight to be carried, to the normal maximum for the wagon of 2,500 pounds. Swamp travel is also possible, but at a very slow movement rate unless some kind of water draft animal is available.

A *cursed wheel of floating* will, when reaching the center of any river or stream, become stuck at that point and cannot be moved until a *remove curse* is applied by a 15th-level caster. This allows progress to continue, but the curse will return again at next use until the wheel is destroyed.

of Fortune

XP Value: 2,500

GP Value: 12,500

DUNGEONS & DRAGONS Rules Cyclopedia

This strange device is 10 feet in diameter, mounted on a stand or wall fixture, and easily rotated. It is decorated with a black-and-white pattern of wedges, all intersecting at the center where a green arrow is mounted; the arrow does not turn with the wheel. Near the rim, each black wedge is adorned by a white skull and each white wedge by a red heart. If the wheel is spun (easily done by any creature of 3 Strength or greater), it rotates for 3 rounds and then comes to rest, with the green arrow point-



ing at one of the wedges (either black or white with equal chances for each). However, a *charmed* creature cannot move the wheel, and each user can spin the wheel only once a day.

If the wheel has spun freely for three rounds, not touched or interfered with in any way, a magical effect occurs, determined by the result of the spin. The wheel cannot be affected by magic of any kind, including *telekinesis*, and it cannot be damaged in any way. A *wish* used to affect the wheel will cause the wheel to vanish, regardless of the *wish*. The wheel cannot be moved except by a creature of 26 or more levels (or Hit Dice). The wheel weighs 2,000 pounds. For each white or black wedge that appears, roll 1d6 and consult the following.

White Wedge

- 1,000 gold pieces appear.
- 10 garnets appear.
- 1 brooch appears.
- 1 miscellaneous magical item appears.
- 1 ability score rises by 1 point (maximum score 18).
- Prime Requisite or Constitution rises by 1 point (maximum score 18).

Black Wedge

- 1 ability score drops by 1 point (minimum score 3).
- Prime Requisite drops by 1 point.

- 3 Constitution drops by 1 point.
- 4 Least valuable magical item carried disintegrates.
- 5 All nonmagical items, except for normal clothing, disintegrate.
- 6 Die (no saving throw).

The DM may select or randomly determine the results of the spin. If desired, the wedges may be numbered from 1–20, 1–100, or some other conveniently determined number, and a chart may be made with more varied results.

Hasty

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This wheel appears to be and functions like an ordinary wagon wheel and must be mounted normally on a vehicle with other wheels for proper functioning. One *hasty wheel* increases the movement rate of the vehicle by 50% and may be used for any length of time. There is a 20% chance that a *hasty wheel* will also function as a *wheel of floating*.

of Keening

XP Value: 900 **GP Value:** 4,500

POLYHEDRON Newszine 50

This enchanted sharpening wheel makes a pleasant, almost musical sound when used. Any blade sharpened on this device gains a +1 bonus to attack rolls and damage for one round when next used in battle. The magic lasts one day or until the blade is used for normal cutting or carving. The blade itself does not radiate magic, not even while the bonus is in effect.

of Lighting

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This wheel looks exactly like a normal wagon wheel and must be mounted for proper use. When commanded to function, it projects a *light* spell effect 30 yards ahead which moves along at the same rate as the wagon. The wagon itself is not lighted, only the path ahead is clearly seen. If those traveling with or near the wagon avoid the light, creatures attracted to the light may be surprised (–1 to surprise rolls).

of Misfortune

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This item looks and functions like a *wheel of fortune* but with one major difference: a black wedge is the result of the spin 80% of the time, and a white wedge only 20%. The *wheel of misfortune* is otherwise identical in all respects.

Square

XP Value: 400 **GP Value:** 2,000

DUNGEONS & DRAGONS Rules Cyclopedia

This odd "wheel," the size of a normal wagon wheel, is useless on roads and other flat terrain because it is perfectly square. However, when mounted properly on a wagon, it magically allows movement through mountain and desert terrain where there is no road. A wagon with one *square wheel* can be pulled by two horses and can move at 20 feet per turn with two wheels, 30 feet per turn; with three, 40 feet per turn; and with four, the normal rate of 60 feet per turn is possible.

Wind Fire

XP Value: 2,000 **GP Value:** 10,000

Gods, Demigods, & Heroes

There are 25 of these wheels and they shoot fire and wind at the same time as a *staff of wizardry*, whenever turned.

Wheel of Maneuverability

See *Ship's Wheel of Maneuverability*

Whip

A whip is a ropelike device, often with several leather tails or thongs. The tails on some whips have metal barbs, knots, broken glass or crystal, or other sharp object attached to their ends; these whips are commonly called scourges. The common whip is not so much an effective weapon for combat as it is a means of inflicting great pain.

Roll	Whip Type
01–08	Bullwhip
09–15	Chain
16–23	Cord
24–31	Crescent Whip
32–38	Garotte
39–46	Kau-sin-ke
47–54	Lasso
55–62	Manriki-gusari
63–69	Master's Whip
70–77	Rante
78–85	Scourge
86–92	Tailrazor
93–00	Whip

of Amatar

XP Value	GP Value
Normal: 650	6500
Rare: 950	9500

Dwarves Deep

Named for the famous dwarf smith who first devised them, these rare weapons are long, coiled, flexible whips of lovingly crafted metal, usually adamantite. They look like giant metallic

6245

centipedes, with ringlike segments. In battle, they do damage as a normal drover's whip (1d4+1 plus the victim must make a Strength check or be knocked down, dropping held items or weapons), but they have several additional useful properties.

The metal whip resists being cut or broken (it will suffer up to 36 points of damage on a single round before parting—if it does, its magic is lost). Moreover, its touch can act as a *stone to flesh* spell by utterance of a secret command word, affecting both petrified things and natural stone (creating a *fleshy cylinder*, as the spell) as though the whip was a 12th-level wizard. Thus, 108 cubic feet of stone can be affected per touch. This special power can only be called upon once a turn, and only three times in all a day (any continuous 144-turn period, even underground).

Some 10% of these whips can function as a *flesh to stone* as well, if the command word is known.

Balor

XP Value: 1,000

GP Value: 5,000

Outer Planes MC Appendix

The true tanar'ri known as balor use a great whip with many "tails." These whips inflict but 1d4 points of damage per hit. However, they magically wrap around the victim, allowing the balor to draw the victim into its fiery body of flames. Once dragged into the flames, the victim suffers 4d6 points of damage per round. Escaping the whip requires a successful $\frac{1}{2}$ Strength check. While one victim is held in the whip, it cannot be used in other attacks.

of Feathers

XP Value: 800

GP Value: 3,000

Mordenkainen's Fantastic Adventure

This 6-foot-long whip is fashioned from many cockatrice feathers. Upon each successful hit, the victim must make a saving throw vs. petrification or be turned to stone. The whip is made from a rare technique of preserving cockatrice feathers, thus making it usable as a weapon.

of Frost, Fire, and Fear

XP Value: 10,000

GP Value: 50,000

Shadowdale

This wand is a powerful rechargeable item favored by evil priests in the Realms. Nine 4-foot-long flexible electrum tentacles are attached to a foot long steel shaft. Whenever grasped and unsheathed, it is active. Any strikes on an opponent drain it of charges and confer damage.

Roll 1d10 to determine strike effects, if a successful hit occurs.

Roll

Effect

- | | |
|----|--|
| 01 | Target suffers (no save) a frost result, or <i>lash of cold</i> of 3d6 damage. |
| 02 | Fire burns the target (no save) for 3d6 damage. |
| 03 | The victim suffers <i>fear</i> as a <i>wand of fear</i> (save negates). |
| 04 | Target suffers (no save) a frost result, or <i>lash of cold</i> of 3d6 damage. |
| 05 | Fire burns the target (no save) for 3d6 damage. |
| 06 | The victim suffers <i>fear</i> as a <i>wand of fear</i> (save negates). |
| 07 | Target suffers (no save) a frost result, or <i>lash of cold</i> of 3d6 damage. |
| 08 | Fire burns the target (no save) for 3d6 damage. |
| 09 | The victim suffers <i>fear</i> as a <i>wand of fear</i> (save negates). |
| 10 | Two tentacles (determine types randomly) strike a single target; both deal their usual damage. |

of the Furies

XP Value

Alecto's: 4,000

Megarea's: 4,000

Tisiphone's: 4,000

GP Value

20,000

20,000

20,000

Legends & Lore

The *whips of the furies* strip away attribute points:

- A hit by Alecto's *whip, the persevering anger* (on a priest), strips away 1d4 points of Wisdom
- A hit by Megarea's *whip, the jealous* (on a wizard), strips away 1d4 points of Intelligence
- A hit by Tisiphone's *whip, the blood avenger* (on a warrior), strips away 1d4 points of Strength

Khurgorbaeyag's

XP Value: 3,000

GP Value: 15,000

Monster Mythology

The avatar's *whip* +3 can fly up to 30 feet as a *rope of entanglement* and a blow from it acts as a *symbol of hopelessness*, the effect lasting for a number of days equal to 20 minus the Wisdom of the creature struck.

Moloch's

XP Value: 2,000

GP Value: 10,000

Monster Manual II

Moloch carries a six-tailed whip made of unknown, pliable metal. This device delivers 1, 2, or 4 points of damage per tail striking, depending on the charges Moloch expends. He may expend up to 20 charges per turn (10 rounds). Damage is electrical in nature and so greatly feared by less

6253

powerful fiends. The whip itself has no charges. When the whip strikes an opponent, 1d4+2 tails will strike an opponent whenever a successful attack roll is made.

Purpose

XP Value	GP Value
Slay fiend: 4,500	22,500
Slay avatar: 9,000	45,000
Slay lawfully aligned: 900	4,500
Slay evilly aligned: 900	4,500

Gods, Demigods, & Heroes

There are four *purpose whips*. When they strike the specified type of opponent on an attack roll of 19 or 20, the victim must roll a save vs. spell or die.

Roll	Whip Type
01-25	Slay fiend
26-50	Slay avatar
51-75	Slay lawfully aligned
76-00	Slay evilly aligned

of Summoning

XP Value: 900	GP Value: 4,500
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Gods, Demigods, & Heroes

This whip, when cracked, summons a superhero dwarf in mithral armor with a *hammer* +3. He appears in a puff of smoke and serves the wielder of the whip until his mission is considered completed or he is killed. He may *polymorph* himself and if he dies the whip is no longer functional.

Tar's Chaotic Creature

XP Value: 1,200	GP Value: 6,000
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1992 Fantasy Collector Card 302

Tar's magical whip is normally a +2 weapon, but against any creature with a chaotic alignment, it functions as a +3 weapon.

of Zeif

XP Value: 800	GP Value: 5,000
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GREYHAWK Adventures

When wielded by a character proficient with the whip, this weapon strikes with a +3 bonus to attack and damage. It can also be cracked in the air to produce a deafening sound, causing all creatures under 8 Hit Dice (except the wielder) in a 20-foot radius to save vs. spell or be deafened for 1d4+1 turns. The sound can be heard up to 1,000 feet away.

Wife of Ilmarinen

XP Value: —	GP Value: —
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DUNGEONS & DRAGONS Master Set

The legendary Immortal craftsman Ilmarinen once used his great skills to create a companion entirely of gold and silver. However, the result was too cold to even be approached. Appearing as



a metallic golem, it was given special powers when freed, and is said to reside in far northern reaches, either alone or with its current master.

The wife appears to be a metal statue of an extremely attractive human female clad in robes. The entire statue is made of a sparkling mixture of gold and silver.

The wife is always active. The powers of the *wife of Ilmarinen* are used by the artifact alone, not granted to the user. The wife can speak any language it hears, and will explain its powers to any who ask (unless ordered not to). However, the artifact cannot be controlled until a special command word is uttered. Once the command is spoken, the wife obeys either mental or verbal commands from the user.

The command word can only be obtained from Ilmarinen himself (by using a *commune* or *contact other plane* spell), from a previous user of the artifact, or by a *wish*.

Suggested Powers: (All magical abilities are cast at 20th level.) *Ice breath* (Effect 30'x10') damage is equal to the user's current hit points with saving throw applicable; *Ice storm*.

Suggested Handicap: When control is gained, the user becomes aware that the wife cannot recharge itself. It can eat gold or silver. Each time a power is used, the user must feed the device 5,000 gold pieces.

Suggested Penalty: (1 in 6 chance of occur-

rence whenever a power is used.) Instead of attacking as directed, the wife aims her attack at the user; normal saving throws apply, but the user gains a +4 bonus for the second and subsequent appearances of this effect.

Wife of Ilmarinen: AC -20; hp 100; #AT 1 power; Dmg by power; MV 24; AL N. The wife will not attack by any means other than its powers.

Winch of Power

XP Value: 4,000

GP Value: 32,000

POLYHEDRON Newszine 43

An intricate mechanical device 3 inches high with a loading capacity of 200 pounds. It includes 100 feet of unbreakable thread and can be wound and unwound with thumb and forefinger, no matter how much weight is at the other end. The winch is set in place with a command word, and the command word is needed to remove the winch from its place.

Wind Howdah

XP Value: 3,000

GP Value: 15,000

DUNGEON Magazine 44

Using Mindlink and other telepathic sciences and devotions, the Chanth taught their slaves how to construct *wind howdah*. Each *wind howdah* is constructed from a stiff, weed mesh carefully and intricately woven around a polished frame of erdlu bone. The weed used is akin to stiff bamboo but grows in several shades of brown from very light tan to almost black. The weeds for each *wind howdah* have been carefully chosen and woven into complex geometric designs, mandalas, and even artistic scenes depicting the island's daily life. The erdlu bones around which the weed is woven are chosen for their whiteness and flawlessness. They are then rubbed and polished with sand until they literally gleam.

The Chanth then empowers the *wind howdahs* with the ability to *levitate*. Each *wind howdah* has an Intelligence score of 12 and communicates by semi-empathy. (See pages 93-94 of the *COMPLETE PSIONICS HANDBOOK* for details concerning empowered items.)

A *wind howdah* is controlled by the pilot who handles the sail. Semi-empathic, the *wind howdah* gains or loses altitude (maximum 1 foot per second or 60 feet per round) as the pilot desires. Semi-empathy is slow and does not allow for urgency. The *wind howdah* takes one round to comprehend a command (either gain altitude or lose altitude) and another round to act on a command. If a pilot must gain 60' of altitude to avoid crashing into a cliff, he must give the command to the *wind howdah* at least three rounds before getting to the cliff (one for the *wind howdah* to

comprehend, one for it to act on the information, and one to gain the necessary 60 feet of altitude). When not in use, a *wind howdah* hovers 12-18 inches off the ground, waiting to be boarded by a pilot and loaded with cargo.

Though extremely lightweight, each *wind howdah* can safely carry 1,500 lbs. Weight over the 1,500-pound limit is likely to rip the weed matting free of its frame or break the erdlu bones during flight. If this occurs, it suddenly loses altitude and disappears into the silt or crashes to the ground. There is a 1% chance per 5 lbs. of weight over 1,500 lbs. of crashing a *wind howdah*. (For example, a *wind howdah* is loaded with the maximum 1,500 lbs. of goods. Therefore, a 50 pound halfling pilot has a 10% chance of crashing, a 450 pound thri-kreen has a 90% chance of crashing, and anyone weighing more than 500 pounds has a 100% chance of crashing.) Roll for crashes once per flight. If a *wind howdah* can handle the load, no further rolls are necessary until more weight is added. If a crash is indicated, it occurs 1d6 rounds after the *wind howdah* is loaded with the excess weight.

Wind howdahs are not graceful fliers and have been designed more for handling weight than aerodynamic stability. Therefore, *wind howdahs* are limited in speed. Because they *levitate*, they move at the speed of the wind when the sail is raised. Daily wind direction is left to the DM's discretion. Average daily wind speed is determined by rolling 2d20, but the DM should allow for calm periods (0 wind speed) and storms (wind speeds of 2d20 + 30).

The maximum safe speed of a *wind howdah* is 25 miles per hour. Speeds in excess of the maximum cause the *wind howdah* to pitch and buck, tossing cargo, passengers, and even the pilot overboard. For every 1 mph over the maximum, the *howdah* has a 5% chance to pitch or yaw so much that the pilot and passengers must make Dexterity checks or be tossed overboard. Passengers make Dexterity checks at -2. The pilot, who is holding the sail, makes his at -4. Falling damage is determined normally, but PCs falling into the Sea of Silt must be quickly rescued or die of suffocation. The fate of the cargo is left to the DM's discretion. Unsecured lightweight objects are easily lost if a *wind howdah* begins to pitch and roll, while a heavy box of weapons might not shift an inch, even in the wildest of barrel-rolls.

Aerial combat is difficult using *wind howdahs*, because they are not maneuverable enough for action, even against ground-based targets. Missile fire is possible, but considering the difficulty and number of penalties incurred, it is virtually useless except at point-blank range. Magical and psionic combat are still possible between *wind howdahs*, so long as they are within range.

6260

Wind Instruments

This category of musical instrument concerns those that make music from the movement of wind over reeds, tubes, or pipes. Refer to **Percussion** and **Stringed Instrument** sections for other musical instruments.

Roll Wind Instrument Types

01	Alphorn
02-03	Animal Horn
04	Atrakha (flute)
05-06	Aulos
07	Bagpipes
08-09	Bamboo pipe
10	Bugle
11-12	Clarinet
13	Coiled Horn
14-15	Conch Shell
16	Cornet Flute
17-18	Coronet
19	Crumhorn
20-21	Curtall
22	Double fipple
23-24	Dudy
25	Fanfare horn
26-27	Fipple flute
28	Flageolet
29-30	Flute
31	Gemshorn
32-33	Harmonica
34	Hautboy
35-36	Heralding horn
37	Horn
38-39	Hunting horns
40	Hydraulis
41-42	Jiccal (gourd horn)
43	Kazoo
44-45	Khen
46	Lur
47-48	Mijayrah (recorder)
49	Mitbiq (double-clarinet)
50-51	Mizwid (bagpipes)
52	Nafir (trumpet)
53-54	Nay (flute)
55	Nightingale
56-57	Nose flute
58	Oboe
59-60	Ocarina
61	Organ
62-63	Panpipes
64	Penny flute
65-66	Pipe flute
67	Pipe organ
68-69	Pipes
70	Positive organ
71-72	Posthorn
73	Rackett

74-75	Recorder
76	Sackbut
77-78	Serpent
79	Shakuhaci (flute)
80-81	Shawm
82	Sheng
83-84	Side horn
85	Slide horn
86-87	Straight horn
88	Syrinx
89-90	Tibia
91	Transverse flute
92-93	Trombone
94	Trumpet
95-96	Whistle
97	Whistle flute
98-99	Zampogna
00	Zulkoon (organ)

Bagpipes of Confusion

XP Value: 4,000

GP Value: 20,000

The Book of Marvelous Magic

These bagpipes cause every creature within 60 feet to make a saving throw vs. spell with a -4 penalty to the roll, or immediately attack the bagpipes, believing them to be a creature hostile to their user. If the bagpipes are not dropped, the user is the target of half of the attacks. All attacks continue until the bagpipes are destroyed.

Cymboli's Pipes of Sounding

XP Value: 1,500

GP Value: 15,000

1993 Collector Card 354

Cymboli's pipes of sounding function much like a typical set of bagpipes. Many different sounds can be created, from running water to the cry of a baby to the footsteps of marching soldiers. Once a week these pipes can also produce the sounds of creatures' calls that have a magical effect on those who hear it. For example, the pipes can be made to sound like the cry of a harpy, with the accompanying *charm* affecting all within range. The piper is immune to any effects.

of Doom

XP Value: 2,000

GP Value: 10,000

DUNGEON Magazine 28

These bagpipes are a minor artifact of evil created by Grinthalke's former master. Anyone proficient in the use of bagpipes or who has innate musical ability is able to use these pipes in two different ways. First, the pipes enhance musical abilities or skills, such as a bard's ability to influence reactions or the korred ability to make people dance. This function of the pipes results in doubled areas of effect and a -2 penalty to any applicable saving throws. But there is a second and much more destructive use for the pipes.

6263



When the *pipes of doom* are played properly (the musician knows instinctively what tones and tempos are necessary), they cause the listener to suffer severe mental anguish and terror.

For normal gaming purposes, the pipes' area of effect is a 360-foot-long cone that widens from 10 to 180 feet. (For BATTLESYSTEM® rules purposes, the area of effect is a cone 12" long and 6" wide at the end.) All creatures in this area of effect must save vs. spell or suffer insanity so severe as to permanently incapacitate them, causing them to collapse and mumble incoherently, unable to attack or defend. The piper rolls 5d12 attack dice (against which armor has no effect), and all surviving enemy units in the area of effect must make a morale check or rout. Units that succumb to the effects of the pipes may be easily slain.

The pipes become more powerful when the piper becomes more proficient or powerful. Each level or Hit Die of the user above 10 subtracts one from the saving throws of affected individuals when used to cause mass insanity. In addition, at 16th level and above, the pipes can be made to destroy nonliving structures by increasing the *entropy* in each structure so that it simply falls apart into its component pieces. Thus, a wall or a building—or even a person's clothing or weapons—could be brought to ruin, but a living creature, a plant, or a natural stone hill would not be affected. Magical items receive a normal saving throw vs. disintegration.

The final power of this artifact is to *control weather*, as the 7th-level priest spell. The pipes give this ability at full power, so it is possible to adjust the weather by two steps as indicated by the spell description.

If any good or neutrally aligned person who is not a bard or a creature with innate musical abilities (such as a satyr or korred) attempts to use the *pipes of doom*, his or her alignment begins to shift toward evil. Each shift takes one week to complete, so it takes two weeks for a good character or creature to become irrevocably evil. The strength and evil of this artifact can be determined by any appropriate divination spell, and the casting of such a spell should also instill a strong desire to destroy the pipes.

The *pipes of doom* may be destroyed by dropping them into molten rock of any kind, by subjecting them to red dragon flame doing a minimum of 90 points of damage, or by sending them to the Elemental Plane of Fire.

of Droning

XP Value: 4,500

GP Value: 22,500

The Book of Marvelous Magic

These bagpipes cause each creature within 60 feet to make a saving throw vs. spell or fall asleep, lulled by the constant, unvarying sound. Sleeping creatures may be easily awakened by physical means but do not wake to any noise and continue to sleep for three turns at most.

Dugal's Bagpipes of Fear

XP Value: 2,000

GP Value: 10,000

New Item

Dugal created these silver *pipes of fear* shortly after his conversion to pacifism. When properly played, the bass drone instills *confusion*, and the two tenor drones issue tones of *fear* and *dispel magic*, as the spells, affecting all creatures smaller than L size. The piper cannot be attacked while the pipes are being played.

of Fear

XP Value: 5,000

GP Value: 25,000

The Book of Marvelous Magic

When these bagpipes are played, each creature within 60 feet must make a saving throw vs. spell or run away in terror for one turn. All characters (PCs and NPCs) gain a +1 bonus to the roll for each level of experience.

of Feline Attraction

XP Value: 750

GP Value: 17,500

The Book of Marvelous Magic

These bagpipes attract the attention of all cats and catlike monsters within 120 feet. They approach but do not attack. The felines sit within

6267

30 feet of the instrument and wail in concert for as long as the magical playing continues (one turn maximum). They are merely distracted and suffer no penalty to surprise rolls. If attacked, they can ignore the pipes' effect. If a *charm monster* spell is cast at any feline thus attracted, it suffers a -4 penalty to its saving throw, along with any other applicable bonuses or penalties.

of Headaches

XP Value: 5,500 **GP Value:** 60,000

The Book of Marvelous Magic

These bagpipes cause each creature within 60 feet to make a saving throw vs. spell or suffer a headache and double vision (inflicting a -4 penalty to Wisdom, Intelligence, and all attack rolls). The effects last for three turns. The user is not affected.

of Shattering

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

These bagpipes cause all nonmagical glass and ceramic objects within 30 feet to break. Although potions are magical, their ceramic containers normally are not and can be affected. There is no effect on magical objects such as *magical mirrors*.

Bugle of Collapsing

XP Value: 1,500 **GP Value:** 25,000

DUNGEON MASTER Guide

This horn appears to be a normal musical instrument, a bugle of some unusual sort. If it is sounded improperly (without first speaking the proper command word) or 10% of the time in any event, the following will result:

Out-of-doors: A torrent of fist size rocks will strike the individual sounding the bugle, 2d6 in number, each causing 1d6 points of damage.

Indoors: The ceiling overhead will collapse when the device is blown. The character suffers 3d12 points of damage.

Underground: The area immediately above the character sounding the bugle will fall on top of the bugle blower. The damage is 5d4 points base per each 10 feet of height that the material above drops (twice damage if a 20-foot ceiling, three times damage if a 30-foot ceiling, and so on).

Proper use of a *bugle of collapsing* enables the character to sound it while it is pointed at the roof overhead from 30 feet to 60 feet beyond the user. The effect is to collapse a section of roof up to 20 feet wide and 20 feet long (a 10-foot radius from the central aiming point) that inflicts damage as noted above if indoors or underground only.

Bards have only a 5% chance of sounding the bugle improperly. Dwarven chanters (a bard kit) never use this instrument improperly once they

know the command word.

of Reviving

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This bugle is used as a *bugle of waking*. However, all dead creatures within 120 feet are also wakened, rising as skeletons or zombies as though *animate dead* spells were used and attacking the person commanding the bugle. The undead may be the remains of any once-living creatures.

of Sleeping

XP Value: 700 **GP Value:** 3,500

The Book of Marvelous Magic

This metal bugle can be played normally. When commanded, it will play *Taps* softly, by itself. The tune takes 3 rounds to finish and, if interrupted has no effect. At the tune's conclusion, every living creature within 60 feet must make a saving throw vs. spell or fall asleep. The bugle can be interrupted only by a *dispel magic* or *silence spell*, but its effect may be negated by some other magic item, such as a *choirbell*.

of Waking

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

This metal bugle has no magical effect if played normally. When commanded, it plays "Reveille," loudly, by itself. As soon as the song begins, all creatures within 30 feet awaken (unless cursed), even if magically *asleep*. However, the bugle continues to play for 3 rounds, attracting the attention of all creatures with 120 feet, who probably dislike the noise (-3 penalty to reaction rolls). The *bugle of waking* can be interrupted only by a *dispel magic* or *silence spell*.

Dugal's Musical Instruments

XP Value	GP Value
Alter self: 300	3,000
Blur: 300	3,000
Change self: 250	2,500
Comprehend languages: 250	2,500
Continual light: 300	3,000
Detect invisibility: 300	3,000
Detect magic: 250	2,500
Dispel magic: 350	3,500
Gust of wind: 350	3,500
Knock: 300	3,000
Tongues: 350	3,500
Whispering wind: 300	3,000

POLYHEDRON Newszine 56

Myriads of tiny runes are etched into the wood of these instruments. Most customers see the runes only as decorative additions to already finely crafted instruments. However, wizards who

6274

examine them immediately notice a similarity between these runes and ones found on magical scrolls.

The runes are part of a unique process to enchant musical instruments without using high level spells. Each special instrument is endowed with one magical spell of 1st through 3rd level that can be cast up to three times a day by playing a melody to which the instrument's runes are attuned.

The enchantments require only verbal and somatic components. The runes on the instrument are inscribed versions of a particular spell, and the melody is a repetitive musical rendition of the verbal component. When the melody is played, which takes a full turn, the instrument resonates and activates the runes, thus serving as the somatic component and in effect casting the spell.

Dugal's enchantments are limited to those spells in his spell book. Of these, he uses only defensive or benign spells. A devout individualist and recent pacifist, he never uses a spell such as *charm* that infringes on the freedom of another, or a spell like *magic missile* that causes harm to others.

The spell on an enchanted instrument can be invoked by any musician who plays the appropriate melody. Dugal teaches the melody to the buyer at the time of purchase. He also explains to customers that, except for casting time, the capabilities of a spell cast using one of the instruments are as if Dugal cast it—so all spells are cast at 5th level.

Bone Flute

XP Value: 500

GP Value: 2,500

The Book of Marvelous Magic

This unusual flute is entirely made of carefully carved bone. When the command is spoken and the flute played, its music can be heard by all within 60 feet. This music is of quite an unusual sort. The musical tones form airy words, because the *bone flute* speaks with the voice of the creature from whose bone it was made, telling its name and the story of its death. Its tale is always a sad one of greed, treachery, or reckless acts; only by those means can a *bone flute* be made. With a second command the flute is silent, but if it is allowed to finish its tale, the *bone flute* describes the location of the rest of the creature's remains. These remains are inhabited by a neutral ghost seeking aid. If the *bone flute* is interred with the other remains, the ghost is put to rest. The flute carries no charges.

of Courage

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

This flute produces a high, shrill note. It has no magical effect unless used outdoors. When prop-

erly played and commanded, those within 60 feet who hear the music gain a +2 bonus to saving throws against *fear* and may make a standard saving throw vs. spell even when the *fear* would normally permit none. NPCs affected gain a +2 bonus to morale. The *flute of courage* may be used once a day, for up to four hours. Its effects last for as long as it is played.

Damh's

XP Value: 2,000

GP Value: 10,000

Monster Mythology

This flute belongs to the avatar and can summon 2d4 korreds or satyrs if within a mile or create a *forcecage* (each effect three times a day). Damh must spend one full round playing the instrument to generate the effect.



Djinn Nay

XP Value: 4,000

GP Value: 20,000

DRAGON Magazine 190

The *nay* provided by the djinn of the Plane of Elemental Air looks like any other reed flute. However, the reeds are metallic, the perfect specimens of a gold-bearing plant that only survives in the terrible mountains of the yak-men. Many brave djinn (and many more of their mortal agents) lost their lives recovering these wondrous metallic plants, called golden wands in the vernacular.

The *nay of the djinn* allows the player to cast

6278



an *enthral* spell, as the 2nd-level priest spell of the same name. Duration is as long as the nay is played, but the spell ends when the player stops or is interrupted. The nay may be used in this manner once per day, twice a day if the user is a bard.

A bard also may use the nay to "whistle up the wind": or to summon an air elemental of 8 HD, as the 5th-level spell *conjure elemental*, once per week. The elemental is under the control of the user for as long as the nay is played, but if the music is interrupted, the elemental returns to its home plane without attacking its former controller.

of Danger

XP Value: 1,200

GP Value: 6,000

The Book of Marvelous Magic

This flute looks exactly like a *faerie flute*. However, the woodland beings it attracts are of the more dangerous sort and are hostile. The flute summons 1d8 creatures, which arrive after one turn. They all attack immediately (no reaction roll), by surprise if possible. The *flute of danger* may summon more than one race of dangerous woodland beings, such as basilisks, cockatrices, owl bears, trolls, will o' wisps, or wyverns. Creatures appearing may be individually selected or determined randomly, but basilisks should not be freely mixed with others, as their gaze attacks can be dangerous to all. The flute may be played magically only once a week at most; however, if the user is slain or turned to stone by the creatures summoned, the flute disintegrates.

of Dismissing

XP Value: 4,000

GP Value: 30,000

DRAGON Magazine 47

The *flute of dismissing* possesses the power to disrupt the magic that binds conjured or summoned monsters in their enchanted states. Thus, such creatures will simply disappear when certain special tunes are played on the flute. The device can also send creatures from other planes back to the plane they came from. It is usable by all classes of characters. The magic items, spells and creatures the flute affects are as follows:

Magic items: *Bag of tricks*, *bowl commanding water elementals*, *brazier commanding fire elementals*, *censer controlling air elementals*, *efreeti bottle*, *horn of valhalla*, *iron flask*, *pipes of the sewers*, *ring of djinni summoning*, *stone of controlling earth elementals*, *wand of conjuration*.

Monsters: Aerial servant, djinni, efreet, elemental, fiend, ghost, hell hound, invisible stalker, night hag, nightmare, salamander, shadow, spectre, thought eater, triton, umber hulk, vampire, water weird, wind walker, wraith, xorn.

Spells: *Aerial servant*, *animal summoning*,

call woodland beings, *conjure animals*, *creeping doom*, *insect plague*, *monster summoning*, *Mordenkainen's faithful hound*, *summon insects*, *summon shadow*.

A different melody is required for each item, monster, or spell to be affected by the flute. The first time the owner of a flute attempts to dismiss a certain object or spell, a poor rendition of the melody is necessarily produced—even assuming that the user of the flute knows which melody to use in a given situation. Any user's first try at a certain melody takes four rounds to play and has a 25% chance of being successfully reproduced. The second try (regardless of the outcome of the first try) takes two rounds to play and has a 50% chance of success. On the third and subsequent attempts, a fair amount of expertise is achieved, so much so that the melody takes one round to play and is always successful.

Even when a melody is successfully played, the object of the melody is allowed a saving throw (if applicable) vs. paralyzation. A check against magic resistance must also be made in cases where the object of the flute playing has such protection. The flute operates at 10th level for purposes of determining the magic resistance saving roll. It is suggested that a side record of a character's attempts with the flute be kept. The flute can be played an unlimited number of times.

Faerie

XP Value: 1,500

GP Value: 6,500

The Book of Marvelous Magic

This flute has no magical effect unless played in woodlands. It summons 1d8 woodland creatures, which arrive after one turn of playing. The wood folk are not hostile but are cautious and may choose not to reveal themselves. Further friendly actions or offers are needed to assure them of their safety. Any attack causes them to summon others of their kind, perhaps hundreds if the danger is great: but if properly entreated, and if there is need, they might help the user. The *faerie flute* may summon more than one race of woodland beings, such as centaurs, dryads, elves, halflings, pixies, sprites, and treants. One or more races might appear, and those responding should be selected, depending on the area. The flute plays once a week.

of Luck

XP Value: 2,000

GP Value: 10,000

The Book of Marvelous Magic

This flute may be used only once a week. When played for one turn, it confers upon the user the benefits bestowed by a *luck potion*; the player may declare any one die roll (such as an attack roll, saving throw, initiative roll, or any other) to

6282

have the best possible result. The flute's effect is not counted as a potion for combination purposes. If not used, its exceptional effect vanishes one hour after playing. The flute's melody can be heard by all within 120 feet, regardless of obstructions, and may attract monsters.

of Playing

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 73

An ebony flute. When a magic word is spoken, the flute plays a haunting tune (something like *Greensleeves*) for five minutes, without human participation.

of Puppies¹

New Item

XP Value: 1,200 **GP Value:** 6,000

When played by any character, this flute immediately *polymorphs* 1d4 attacking creatures, of 4th level or less, into neutral puppies. When a bard performs with this flute, 1d10 attacking creatures (4th level and below) are *polymorphed* into neutral puppies.

¹This item was created by William Moots, who has since passed from the Prime Material Plane. We were asked to include it as a tribute to him—and so we have. Ed.

Shakuhaci of Peace

XP Value	GP Value
+5 Bonus: 2,000	14,000
+10 Bonus: 2,500	17,500
+15 Bonus: 3,000	21,000
+20 Bonus: 3,500	24,500

POLYHEDRON Newszine 82

Many centuries ago, Chujenko, a flute-maker on the island nation of Wa, showed extraordinary hospitality to a wandering priestess. The priestess was in reality a local greater nature spirit, and she was so impressed with Chujenko's kindness that she taught him to create shakuhaci filled with the peace of the woods. Chujenko produced a number of these flutes for the priests of the sect of Eight Million Gods. The flutes can be found throughout Wa, and more rarely in Kozakura. In all respects, these *shakuhaci* look like any other oriental bamboo flute; there are four sound-holes on the top and one on the bottom, and it is played held vertically down from the mouth. Anyone holding the flute can play it as if he had the appropriate proficiency. Characters with the musical instrument proficiency gain a +2 bonus when playing the flute.

The magical abilities of the flute can only be invoked by those who revere peace and nature. Each ability corresponds to a different tune.

- *Calm*, as a shukenja of 6th-level, once a day.
- *Protection from spirits*, 15' radius 2/day.

- *Pacify*, as if cast by a 12th-level shukenja. In the hands of a shukenja, the flute provides a bonus to purification rituals, as follows, depending upon the type of flute found:

Roll	Bonus
01-09	+5%
10-15	+10%
16-19	+15%
20	+20%

Silver

XP Value: 1,200

GP Value: 6,000

The Book of Marvelous Magic

When the command word is spoken, this flute plays itself and is easily heard by all within 60 feet. It causes all normal weapons within range to change to silver and makes them usable against lycanthropes and certain other creatures. Unfortunately, it also causes slings, bows, and other flexible weapons to turn to silver, making them unusable (a silver bow cannot bend to fire arrows). The items remain silver as long as the flute plays and return to normal when taken out of the 60-foot range or when the music stops. The flute may be used once a day for up to one hour per use; it stops playing on command.

of Wind Dancing

XP Value: 1,000 **GP Value:** 5,000

Dragons of Triumph

This item can only be used by a character who knows how to play a flute or other type of similar wind instrument. While playing this flute, the user summons and controls small breezes. After two rounds of playing, the user can create a *zephyr* and after three rounds, a *gust of wind*. If an entire turn is spent playing the flute, a *dust devil* can be created in a 30-foot-diameter area, blowing up dust and leaves and acting as an *obscure* spell. The *dust devil* dissipates gas and mist in the area of effect. The winds created start at the player and move outward (at 10 feet per round) up to 60 feet away. They die down the round after the playing stops.

Airolis's Shining Horn of Ten Thousand Winds

XP Value: 1,500 **GP Value:** 12,000

The Book of Lairs II

Airolis's Shining Horn of Ten Thousand Winds is a unique magical item aligned with the forces of chaos and good. Once a week the horn can summon up a permanent storm until the storm is dispelled with *dispel magic* or by the horn's user. On command the horn grants the power of *feather-fall*, and allows the bearer to *wind walk* once a day. The horn prevents some changes in the user.

6288

The possessor can neither age nor improve abilities (rise in level). Even learning new spells is prohibited. The dead do not decay in the area of effect of the horn. The possessor only can part with the horn when a *remove curse* spell is cast.

of Amplification

XP Value: 1,000 **GP Value:** 5,000

The Complete Bard's Handbook

This horn is not hollow as one would expect. Rather, it is solid and resembles the horn of a rhinoceros. It is used by touching its base to the forehead. It magically attaches and conveys its special power. At this time, the one wearing the horn has his or her voice amplified from two to ten times in volume. The exact increase is up to the character using the horn. The horn has no other function. It can be removed by anyone who lightly pulls on it.

This horn increases the range of all songs, jokes, rhymes, and other forms of verbal communication proportionately (an amplification of five increases the range by five times the normal distance).

The character can also yell. A yell causes 2d10 points of damage to everyone except the user within a range of 5 feet times the amplification (setting two has a 10-foot range, setting five has a 25-foot range, and so on). A successful saving throw vs. petrification reduces damage by half. Only one yell per encounter can be attempted.

Each time the horn is used, there is a 1% chance that it permanently affixes to the user's forehead and loses all magical ability. It can then be used as a weapon for head butts, causing 1d3 points of damage. However, the oddity of having a horn growing from the character's head results in a -2 Charisma penalty. A *wish* must be used to remove the horn.

of Animal Calls

XP Value: 1,200 **GP Value:** 6,000

The Complete Ranger's Handbook

This wooden instrument, painted bright red with tiny silhouettes of various animals along the sides, resembles a recorder about 6 inches long. The instrument can duplicate the cries and calls of any animal. With closed eyes, the user mentally pictures an animal, then blows into the instrument. The sound is indistinguishable from the cry of the actual animal. The instrument can be used to call particular animals or frighten them away. The DM determines the effect of any particular use of the horn; for example, summoning 2d4 animals might be 80% likely in an animal's home terrain, with an arrival time of 1d4 rounds.

of the Azure Sea

XP Value: 750 **GP Value:** 5,000

GREYHAWK Adventures

This magical horn was created by an evil high priest who sought a source of undead to befriend and control. The mention of this item causes all sailors and ocean-faring merchants great distress, and they refuse to sail with a character whom they suspect of owning the horn.

Once a week, only at night on the open sea, the horn can summon a ghost ship. The ship appears in 1d4+1 rounds, materializing from the Ethereal Plane into the Border Ethereal, where it can be seen from the Prime Material Plane. The vessel is usually large and multidecked, with two or three masts and tattered sails. It is white and transparent, and it makes no sound. For 10 turns, it floats beside the ship upon which the summoner stands, then vanishes back into the Deep Ethereal.

Any character who sees the ghost ship must save vs. spell or be struck with fear for one turn. The summoner himself is immune from this effect. The ghost ship appears to be deserted, but is actually haunted by the following types of undead:

Roll	Undead
1-2	1d4 apparitions
3-4	1 ghost
6-7	3d4 shadows
8-0	1d4 spectres

These undead do not normally make themselves known, but there is a 75% chance that one of them will transfer to the summoner's ship. Thereafter it reluctantly obeys the orders of the summoner for the rest of the summoner's life or until it is destroyed.

of the Barrier Peaks

XP Value: 3,000 **GP Value:** 18,000

GREYHAWK Adventures

This iron instrument was enchanted by a dwarf smith to cement the friendship between demihumans and giant eagles. It is not used often out of respect to the great birds, but has found occasional use in desperate times.

The horn is usable only once a week. In areas where giant eagles dwell, it can summon 1d6+6 giant eagles, and they arrive in 1d4+3 rounds. If dwarves, elves, or halflings are in danger, the eagles will attack whatever is threatening them or carry the demihumans (and their companions) to safety. The eagles do not fight to the death or risk their lives uselessly, but can call reinforcements if more humans or demihumans need to be rescued.

To ensure that the eagles continue to answer to the horn's call, all those rescued must accept a

geas to perform some service for the eagles. Failure for all those rescued to do so breaks the ancient pact and causes the horn to shatter.

of Baubles

XP Value: — **GP Value:** 1,200

The Complete Bard's Handbook

When this instrument is blown, 25 cubic feet of useless baubles spew out of it per level of the blower. Although this is usually rather comical, it can be dangerous in a limited space. The instrument can be safely blown once every hour. If blown more frequently, there is a 10% cumulative chance that the horn backfires, sucking the blower into it and spewing the character out as a collection of useless baubles. It is impossible to *resurrect* or *reincarnate* a creature in this state, although a *wish* can be used to recover the victim.

Black Ivory

XP Value: — **GP Value:** 20

Black Courser

When blown, this horn makes no sound audible to human ears. Ten rounds later, however, an ancient bronze dragonne arrives, searching for its long lost master. When it finds whoever blew the horn instead, it attacks.

of Blasting

XP Value: 5,000 **GP Value:** 55,000

DUNGEON MASTER Guide

This magical horn appears to be a normal trumpet, but it radiates magic if *detect magic* is cast upon it. It can be sounded as a normal horn, but if the correct word is spoken and the instrument is then played, it has the following effects, both of which happen at once:

- A cone of sound, 120 feet long and 3 feet wide at the end, issues from the horn. All within this area must roll a successful saving throw vs. spell. Those who successfully save are stunned for one round and deafened for two. Those who fail the saving throw sustain 1d10 points of damage, are stunned for two rounds, and deafened for four.
- A wave of ultrasonic sound 1-foot wide and 100 feet long issues from the horn. This causes a weakening of materials such as metal, stone, and wood. The weakening is equal to the damage caused by a hit from a missile hurled by a large or heavy catapult. (See **Siege Damage** in the *DMG*—victims suffer an additional -2 penalty to the die roll described there).

If a *horn of blasting* is used magically more than once a day, there is a 10% cumulative chance that it explodes and inflicts 5d10 points of damage upon the person sounding it.

There are no charges on a horn, but the device is subject to stresses as noted above, and each

time it is used to magical effect there is a 2% cumulative chance of the instrument self-destructing. In the latter case, no damage is inflicted on the character blowing it.

Bards are better able to play this instrument, so that there is only a 5% cumulative chance per day that the horn explodes. Furthermore, the 2% cumulative chance of the instrument self-destructing is reduced to 1%.

of Bubbles

XP Value: — **GP Value:** 1,200

DUNGEON MASTER Guide

This cursed musical instrument radiates magic if *detect magic* is used. It appears as a normal horn, or possibly any of the magical ones. It will sound a note and call forth a mass of bubbles that completely surround and blind the individual who blew the horn for 2d10 rounds, but these bubbles appear only in the presence of a creature actively seeking to slay the character who played the horn, so their appearance might be delayed for a time.

Bards are actually able to use this cursed magical item to their advantage (once they determine what the horn is). When properly blown by a bard, the horn emits a cone of bubbles 30 feet long with a 30-foot diameter end. Anyone caught in the bubbles is effectively *blinded* for 2d10 rounds unless he rolls a successful saving throw vs. breath weapon. However, there is a 5% chance that the horn backfires and sucks the bard through it, emitting the hapless minstrel as a mass of bubbles. Once all of the bubbles pop (taking 2d10 rounds), the bard is irrevocably dead. Jesters (a bard kit) have only a 1% chance of being turned to bubbles.

of Change

XP Value: — **GP Value:** —

Book of Artifacts

The *horn of change* is quite ordinary looking, as far as artifacts go, so much so that it is indistinguishable from other magical horns. The horn is made of polished brass and is shaped like a curving ram's horn. Sigils are stamped along its rim and a chain of golden links is the carrying strap.

The origins of the *horn of change* are quite clear and can easily be learned by those who ask. Several hundred years ago (give or take a few decades), a rogue named Eustos was spending an evening at the gaming tables. He had been successful in the market that day, and his luck continued with the dice; he won throw after throw. As the evening wore on and Eustos drank and thought less, he foolishly bragged that he must surely have won the favor of the gods of luck, for no odds were too impossible for him that night.

Well, such a boast cannot go unheard and in a

short time a charismatic stranger came to the table. Suddenly no throw did the stranger miss, nor any could Eustos make. Finally Eustos offered the greatest and only treasure he had remaining—his very soul. Against this, the stranger put up a plain brass horn. Eustos made the cast—and won.

It is said that the stranger smiled and told the rogue that the horn could bestow great power or immense woe, for each sounding was a roll of chance. Perhaps this is true, for after gaining a reputation for wonders, Eustos vanished one day and was never seen again.

The *horn of change* is a purely chaotic artifact. Thus, it is a wonderful item to give to the player characters. While there is no predicting the balance of its powers, the horn will provide many opportunities for role-playing, as its unpredictable powers come into play.

Constant Powers: Any character who picks up the horn is instantly aware of its possibilities. Show or explain the table below to that player.

Invoked Powers: When the horn is sounded, roll on the table below to find the result. The roll cannot be influenced in any way. Roll on the appropriate **Artifact Table** in **Volume 1** to determine what power immediately takes effect.

Roll	Power
01–10	Table 1–02: Combat
11–25	Table 1–11: Enchantment/Charm
26–40	Table 1–03: Conjunction
41–50	Table 1–00: Abjuration
51–75	Table 1–15: Major Powers
76–95	Table 1–04: Cursed
96–00	Table 1–01: Cataclysm

Curse: Each day that a character owns the horn, there is a 1% (cumulative) chance that the character will be seized by a gambling fever so intense that no honest wager can be resisted, regardless of the odds. This only passes when the character gives up or loses the horn.

Suggested Means of Destruction:

- The powers of luck must be gambled with to destroy the horn.
- The gods of justice must be cheated, an ultimate gamble.

of Command

XP Value: 2,000 **GP Value:** 20,000

Old Empires

This horn amplifies the sound of one's voice so that it can be heard three times farther than normal.

The greatest ability of this item, however, is its *suggestion* power. Once each day, a person using the horn can issue a *suggestion* to all within a 60-foot radius. A successful saving throw vs. spell

negates this effect (but only for that individual). The person using the horn may direct the command at a single being (giving a penalty of –3 to the saving throw) or at all of the beings within the radius (each gets a saving throw). The *suggestion* must be in a language the affected beings understand.

Death's Head

XP Value: 1,400

GP Value: 7,000

POLYHEDRON Newszine 58

This magical horn can be sounded once a day, and acts as a *symbol of hopelessness* when used in battle against goblinkind.

of Dolphins

XP Value: 750

GP Value: 3,250

Otherlands

This conch shell can be blown as a horn. It sends out a deep booming thrum that can be heard in a ten-mile radius. All dolphins in its range will swim at top speed toward the user, anxious to heed the summons. The horn cannot command the dolphins to obey the summoner's orders. Whether the dolphins obey or not depends on the merits of the horn's owner. The horn can be winded nine times a week.

Fog

XP Value: 400

GP Value: 4,000

DUNGEON MASTER Guide

This small device allows its possessor to blow forth a thick cloud of heavy fog equal to that of a *fog cloud* spell. Each round spent blowing it creates a 10-cubic-foot *fog cloud*. The cloud lasts for 2d4 rounds after the last round of blowing the instrument. Note that should it stop being sounded for a round, a new *fog cloud* will have begun, as the initial one has a life expectancy of but 2d4 more minutes, and will have drifted away from the individual sounding it. The device makes a deep, hornlike noise, the note dropping abruptly to a lower register at the end.

When this horn is blown, bards are able to create the typical fog, or they can create a region of magical rain. Rain can be very useful as a source of water, to put out fires, or to fill the bottom of a room with water. The rain accumulates at the rate of 1 inch of water per round in a 10-foot square.

Fog II

XP Value: 400

GP Value: 4,000

CARDMASTER Adventure Design Deck

When blown, this instrument allows the party to escape from a monster. It can be used once a day.

of Goodness/Evil**XP Value:** 4,000**GP Value:** 20,000

DUNGEON MASTER Guide

This magical instrument adapts itself to the alignment of its possessor, so it produces either a good or an evil effect depending on the alignment of its owner. If the possessor is absolutely neutral, the horn has no power whatever. If the owner is good, then blowing the horn has the effect of a *protection from evil* spell in a 10-foot radius, which lasts for 10 rounds. Each friendly or allied creature within this area is affected as if granted the spell. If the horn is of evil alignment, then the reverse of the noted spell occurs within the area of effect. The horn can be blown once a day.

Unfortunately for many bards, sounding this instrument might produce an alignment change. There is a 50% chance that the bard becomes neutral evil, otherwise he becomes neutral good. If the bard is already one of these two alignments, the horn functions normally.

Gjaller**XP Value:** 6,000**GP Value:** 30,000

Gods, Demigods, & Heroes

Heimdall's horn, *Gjaller*, is the alert system for Asgard as much as Heimdall is the alerter. Heimdall's avatar will blow a blast upon it to announce the coming of the Frost Giants and the gods, and their hosts will issue out to fight the last battle at Ragnarok. This horn also is blown to proclaim visitors. When blown, all creatures within 1,000 miles, regardless of mundane and/or magical limitations, can hear the horn.

of the Gray Waste**XP Value:** 4,000**GP Value:** 20,000

DRAGON Magazine 28

This magical horn, which looks like any other, calls bring forth 1d4 lesser tanar'ri or one greater tanar'ri, when sounded. The tanar'ri will obey the commands of the horn holder for 1d6 hours but have free will if attacked or if asked to give over any treasure they may carry. For a good priest or a paladin to command a tanar'ri to service requires an *atonement*, though they may give the horn to the tanar'ri and command it to be gone. The tanar'ri will bear the holder no ill will and will perform the required task—though it may require a cut of the profits (60% likely for a lesser tanar'ri, 90% likely for a greater tanar'ri). The horn can only be sounded once by any one character.

of Hard Hearts**XP Value:** 500**GP Value:** 2,500

The Book of Marvelous Magic

This horn appears and functions as a *horn of blasting*. However, the user instantly becomes

unforgiving and cruel. Subsequently, the user will never accept an opponent's surrender, donate money or items for any cause, nor agree to any favors requested. If any loans made by the user are as yet unpaid, the user will, if lawfully possible, demand their immediate repayment. The effect may be removed by a *remove curse* spell from a caster of 26th level. The *horn of hard hearts* can be used only once a day at most.

of Plenty**XP Value:** 2,000**GP Value:** 20,000

The Book of Marvelous Magic

When properly commanded and played, this horn produces enough food to feed 120 humans and 120 horses. The *horn of plenty* cannot produce liquids. It may be used once a day.

of the Sacred Grove**XP Value:** —**GP Value:** —

Castles Forlorn

This druidic artifact is true neutral in alignment. Created by Gregory (who worshiped Daghdha) and Dorinna (who worshiped Belenus), it draws upon the powers of each god. Many of these powers can only be used by a person who knows the correct sequence of notes to play. Other powers are only effective if the horn is in the hands of a druid.

Major Powers

- Once a week, at night only, the horn can be used by a druid (or a priest of either Daghdha or Belenus) to summon the Wild Hunt.
- Every other day, the horn can be used to cast the 7th-level priest spell *sunray*. A beam of sunlight up to 200 feet long and 10 feet in diameter at its far end emerges from the mouth of the horn.
- Every other day (alternates with the *sunray* power), the horn can be used to create a *heroes' feast* (as the 6th-level priest spell) that will feed 12 people.

Minor Powers

- The bearer of the horn is completely immune to normal fires and gains a +4 bonus to saving throws vs. magical fire.
- Once a day, for three rounds, the horn may be used as a listening device (the mouthpiece is held against the bearer's ear) to understand the speech of a single animal or plant, like the 4th-level priests' spell *speaking with plants* or the 2nd-level priests' spell *speaking with animals*.
- Once a week, the horn may be used to *control winds*, per the 5th-level priests' spell.
- Four times a day, kissing the horn in the hands of a druid results in the benefits of the 1st-level priests' spell *cure light wounds*.

Corrupting Effects

- The first time the horn is blown, the sounder must successfully save vs. spell or suffer an alignment change to true neutral.
- If the bearer of the horn is a nondroid and blows the horn at night, there is a cumulative 5% chance per sounding that the horn will call the Ravenloft Wild Hunt. The bearer of the horn automatically becomes the prey. The Pack simply seeks to surround or tree the sounder, whereupon the Master silently steps forth and holds out his hand, expecting the bearer to give him the horn. If refused, the Wild Hunt attacks.

Weaknesses: The horn of the sacred grove was created by powerful magic, and it cannot be destroyed by ordinary means, despite the fact that it appears fragile. Normally, the horn would be destroyed only if removed to a plane where the Celtic gods have no influence. Because the gods' connection with the Domain of Forlorn is so tenuous, though, the horn loses power if all of the groves are destroyed or defiled.

September

XP Value: 1,000

GP Value: 10,000

The Book of Marvelous Magic

This horn appears and functions as a *horn of plenty*. However, except for the horn itself, it also causes all magical items worn or carried to vanish. The items are not destroyed, but merely return to the user's home. The *September horn* can be used once a day.

Shoo

XP Value: 500

GP Value: 2,500

The Book of Marvelous Magic

When properly commanded and played, this horn creates a magical *cone of sound* 60 feet long and 10 feet wide at the far end. Each victim within the cone must make a saving throw vs. spell or be knocked over and pushed away until out of range or until stopped by an obstruction. Those affected but stopped take damage as if they fell the distance; so a creature blown over by the horn and pushed 30 feet before hitting a wall would take 3d6 points of damage. The *cone of sound* must be heard to have effect, and can be negated or blocked by a *silence* spell. The horn can be used three times a day.

of Signaling

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

This normal size horn only functions outdoors. When properly commanded and played, it can be heard at a distance of eight miles. If used from atop a mountain, its range increases to 24 miles. The *horn of signaling* may be used as often as desired.



of the Tritons

XP Value: 2,000

GP Value: 17,500

DUNGEON MASTER Guide

This device is a conch-shell horn that can be blown once a day (except for tritons, who can sound it three times daily). A *horn of the tritons* can perform one of the following functions when blown:

- Calm rough waters in a one mile radius. (This has the effect of *dispelling* a water elemental or water weird.)
- If the character is in a body of water in which such creatures dwell, it summons:

Roll	Number	Creature
1-2	5d4	Hippocampi
3-5	5d6	Giant sea horses
06	1d10	Sea lions

The creatures summoned are friendly and obey, to the best of their understanding, the character who sounded the horn.

- Panic marine creatures with animal or lower Intelligence, causing them to flee unless each saves vs. spell. Those who do save must take a -5 penalty on their attack rolls for 3d6 turns (30-180 rounds).

Any sounding of a *horn of the tritons* can be heard by all tritons within a three-mile radius.

Bards are able to sound this horn even though it isn't normally usable by rogues. Meistersingers and halfling whistlers (bard kits) are able to use this magical horn twice a day.

of Uncontrollable Striding and Springing

XP Value: 2,000

GP Value: 20,000

DUNGEON Magazine 30

This magical wind instrument looks like a normal hunting horn but radiates abjuration magic. Its effects become apparent as soon as it is sounded, as everyone except the person using it must save vs. spell or jump madly about the place for one full round. Jumps are magically lengthened to let someone leap up to 20 feet from a standing start, or 30 feet if running or walking. The direction of the jump is determined at random by the DM and may be vertical, horizontal, diagonal, or any other direction, as circumstances dictate.

The area of effect of the horn is a circle, 60 feet in radius, centered on the horn. Those within the circle who save vs. spell are immune to the effects of the horn until it is again winded. Due to the quickness of movement of a victim, Armor Class actually improves by 1 (for example, a character with AC 10 becomes AC 9 while affected by a *horn of uncontrollable striding and springing*), but attacks made by a victim are at -1 to -10, based on a roll made by the DM on 1d10.

The horn holds five charges, one of which is expended each time the horn is blown. It may be recharged at a cost of 1,000 gp per charge, by any wizard of 11th level or greater using a *jump* spell.

of Valhalla

XP Value

GP Value

Brass: 1,000

15,000

Bronze: 2,000

30,000

Iron: 3,000

45,000

Silver: 1,000

15,000

DUNGEON MASTER Guide

There are four varieties of this magical device. Each appears to be a normal instrument until its command word is spoken. Then, each summons a number of berserkers from Valhalla to fight for the character who summoned them by blowing the horn. Each variety of horn can be blown just once every seven days. The type of horn, its powers, and who is able to employ it are determined by making a percentile roll and consulting the table below.

Roll	Horn Type	Berserk Fighters Summoned	Usable by
01-08	Silver	2d4+2 2nd-level	Any
09-15	Brass	2d4+1 3rd-level	Priest, wizard, rogue
16-18	Bronze	2d4 4th-level	Priest, warrior
19-20	Iron	1d4+1 5th-level	Warrior

Any character whose group is unable to employ a particular *horn of Valhalla* will be attacked by the berserk fighters summoned when the character blows the horn.

Summoned fighters are Armor Class 4, have 6 hit points per die, and are armed with sword and spear (50%) or battle axe and spear (50%). They gladly attack anyone the possessor of the horn commands them to, until they or their opponents are slain, or six turns have elapsed, whichever occurs first.

Fully 50% of these horns are aligned and summon only fighters of the horn's alignment. A radical alignment difference will cause the horn blower to be attacked by the fighters.

At 5th level, bards can sound the brass horn, at 10th level the bronze horn, and at 15th level the iron horn. Skalds (a bard kit) can play any of these horns without penalty.

In a DRAGONLANCE Campaign: The *horn of Valhalla* is called the *horn of Kiri-Jolith* on Ansalon. All warriors summoned by the horn are chaotic good.

In Ravenloft: As usual, the hornblower summons berserkers from Valhalla, who fight. In Ravenloft, however, the berserkers break free of the enchantment after six turns. They cannot return to Valhalla unless they find a normal escape. The berserkers are never pleased about the summons. But if they have battled for a "worthy" cause, the newly freed fighters do not attack the hornblower or his or her companions. Instead, they simply leave as a group, in search of a route home. If they have been ill used, or forced to act in a manner they find distasteful, the berserkers attack the group.

When the hornblower and all companions leave Ravenloft, they still may have to answer for their actions. For each berserker summoned, there is a 1% cumulative chance that a greater power from Valhalla will appear before them—that power demands they justify their actions. The power condemns them for manipulating the berserkers and causing their entrapment in Ravenloft. The characters must make reparations to the greater power, or suffer the consequences.

For every 25 fighters called, there is a 1% cumulative chance that the greater power appears to the wielder in Ravenloft. The greater powers are not bound by the laws of Ravenloft. It claims its fighters, takes the horn and vanishes back to Valhalla. If the fighters were ill used, it may even punish the wielder of the horn.

of Valor

XP Value: 5,000

GP Value: 25,000

Tome of Magic

This golden horn is indistinguishable from any other magical horn until it is sounded. When sounded, each unit hearing it, that is allied with or loyal to the character sounding the horn gains the following benefits. First, the unit gains a +2 bonus to its morale for 1d4 BATTLESYSTEM rules turns. Second, any routed friendly unit who hears it immediately makes a rally check with a bonus of 2 to its morale (for that check only). The check is made when the horn is sounded—during the magic phase—rather than in the rally phase. If this additional check fails, the unit is entitled to a second check in the rally phase, as normal. Enemy units who hear the horn are also affected: they suffer a -1 penalty to morale for 1d2 BATTLESYSTEM rules' turns.

Under normal conditions, the sound of the horn can be heard at a range of 240 feet. Unusual conditions, such as a raging storm, can decrease this range, but the horn can always be heard at a range of 90 feet (unless the character blowing the horn is within an area of magical silence, of course).

The *horn of valor* can be sounded only once per BATTLESYSTEM rules turn, and no more than three times in any 12-hour period. If blown a fourth time within this period, it becomes totally nonmagical for 1d6 days, and any effects remaining from earlier soundings immediately terminate. Effects from multiple soundings are not cumulative. (Instantaneous effects such as the automatic rally check for friendly units take place each time the horn is sounded.)

In Ravenloft: In Ravenloft, this item functions as described for mobs and crowds of villagers. They receive a +2 bonus to their morale for 1d4x10 rounds. Hearing it also enables a fleeing mob to roll a new morale check. If successful, the mob rallies and may once again approach monsters and the like. If used for a group that stands opposed to the mob, it lowers the mob's morale by 1 for 1d10+10 rounds.

of the Vast Swamp

XP Value: 1,000

GP Value: 2,500

GREYHAWK Adventures

This conch shell was enchanted by a renegade wizard who was banished by the Count of Sundi for criminal behavior. The wizard sought to gain power over the inhabitants of his new home, though he paid a heavy price for it. The horn summons 1d6+6 giant toads. Any summoner can command the toads for a number of rounds equal to twice his or her level. A nonevil summoner must make a saving throw vs. spell

or lose control of the toads and be attacked by them. Each use of the horn causes the summoner to save vs. spell or permanently lose three Wisdom points. The summoner will not notice the change until the Wisdom score drops to 0, when he or she becomes a giant toad. The cumulative changes are:

Total Wisdom

Points Lost	Effect
03	Glassy eyes, warts
06	Light green hair
09	Froglike facial features, croaking voice
12	Dark green skin
15	Bloated body, hunched back

of Voices

XP Value: 500

GP Value: 2,500

Realmspace

This item is used by the various cultures on the planet Coliar as a way to project the voice to a large area without the necessity of screaming to be heard. Everyone capable of hearing is able to hear the speaker from a distance up to one mile. The voice is not overbearingly loud to those nearest to the horn. In fact, they hear the voice with the same clarity and the same volume as those one mile away. The horn needs only to be placed to the lips and spoken through. There are no command words to activate the item. The only problem is that unless the horn is kept in an airtight sack or box, it projects all noises to a distance of one mile without the owner's realizing it, making it impossible to surprise anything. Horns are priced at 1,250 gp on Coliar, and 5,250 gp everywhere else.

of War

XP Value: 1,000

GP Value: 41,000

DRAGON Magazine 145

A *horn of war* is over 5 feet long, made of roughly carved, gold-colored stone, weighing 120 pounds, and covered with thousands of magical symbols and glyphs related to the arts of summoning. Only a nonelf fighter of the 9th level or higher (or a ranger of the 11th level) with Constitution and Charisma scores of 14 or higher may sound a *horn of war*; a fighter of substandard level or with less than 14 Constitution passes out from the strain of attempting to sound it, and an elf or a fighter with substandard Charisma is unable to command the creatures the horn summons. The great call of a *horn of war* carries for 5d4 miles in any weather conditions. It magically summons an army of 10d20 quaggoths, with 10 hp each, in 1d6 turns. The frenzied, battle-crazed mob may be com-

6318

manded only to attack, which the monsters do until destroyed. If not slain in battle, the quaggoths serve for one hour per level of their summoner before disappearing. Quaggoths summoned but not controlled run amok for 2d6 turns, attacking everyone, before leaving. Three years must pass between each sounding of a *horn of war*. Regardless of whether the quaggoths are commanded or not, they will slay all elves they see while carrying out their other tasks.

Kantele

XP Value: 8,000

GP Value: 40,000

Gods, Demigods, & Heroes

This instrument, when played by Vainamoinen's avatar, will summon to him all those lawful in nature within hearing distance. Let it be noted that the music will travel throughout Lapland in a period from 2d4 days and any hearing it have to come (save vs. spell applicable). Also, all evils that hear the music automatically fall asleep for 1d4 days (save vs. spell applicable). Only in special situations will the avatar play his *kantele*.

Heward's Mystical Organ

XP Value: —

GP Value: —

Book of Artifacts

Heward's Mystical Organ is a massive musical instrument fashioned to look like a particularly sublime pipe organ. The cabinet is a great horse-shoe arc with three full sets of keys; one of ivory and obsidian, one of jade and lapis, and the third of steel and brass. Arranged in three banks, one to each side and another across the front, are the organ's ivory stops, nine to a bank, 27 in all. Nine rosewood pedals sound the deepest of the bass notes.

The organ is more than just the cabinet though, for without the pipes it would have no voice. Each pipe is sounded by an elemental spirit. Made of gold and silver, some pipes are only inches in height while others stretch three stories high, almost to the ceiling.

Because the organ cannot be exposed to the elements (and it is in no way portable), it is always found housed in a cathedral-like building, not necessarily the same one each time. Sometimes the organ is discovered in the ruined shell of a temple, other times in a soaring cavern deep beneath the earth. Just how this occurs is one of the mystical properties of the device.

In a time long ago, when the Age of Elves was fading and the new Age of Man was just being born, Heward, Patron of Bards, despaired. Heward was a man more than a man, barely less than a demigod, for it was a time when men could rise to such greatness. For centuries Heward had

listened to and learned with joy the songs of the elves. His fellow humans, though, had no time or interest in such graceful skills. Determined to teach humankind the genteel arts of composition and song, the great Heward spent his years building a device that would bring joy and wonder to the world. At last he finished his great creation—*Heward's Mystical Organ*.

It is said that the music Heward played on the organ was stolen from the voices of nightingales and that no man or woman who heard his airs could remain unmoved. Even the reclusive elves and the dour dwarves were lured from their hidden dens when Heward's fingers bent to the keys. Of those who came to hear, some among them were inspired to spread the wonder they had heard. From Heward they learned the arts of harmony, composition, and more—all the skills to make beautiful music. These men and women went out among the people and so Heward inspired the first bards. It is even said that when Heward played, blighted soil blossomed, rain fell upon command, and even the sun lingered a little longer in the sky.

Heward's work did not pass unnoticed in the heavens, and among the divine powers some grew jealous of his skill. These gods spoke to the mice of Heward's hall, saying "Great Heward will some day call you vermin and use his music to drive you from this place. Go and gnaw on his organ before this can happen," and the mice with their foolish little brains did as the gods suggested. Perhaps, as some say, it was the elven gods who, fearful that their own songs would vanish, sent the mice—perhaps it was another. And so the songs of the organ changed and as the soured notes were keyed, evil things stole their tones. Thus the harpies found their voice and the sirens gained their power to lure. Enraged at the treachery of the mice, Heward played one last song on his organ that forever cursed them to be lowly and meek. Then everything disappeared without a trace. Or so the story goes.

Heward's Mystical Organ is one of those artifacts best suited to a multipart adventure, since several elements must be brought together before the organ can be used. Because it is not a particularly practical device (being impossible to transport and difficult to use), most characters are not likely to seek out the organ of their own accord. Therefore, the DM must provide them with a strong enough reason, a threat that can only be foiled by the correct use of the device.

Given the history and musical nature of the artifact, a peril such as the loss of all bardic lore or the evaporation of music throughout the world is particularly appropriate. Once faced with the

problem, the characters must learn how the Organ can help, find the correct tune to play on it, practice that tune (for it must be flawless), discover the location of the organ, and finally, get there. Of course, the agent or agencies behind this plot are not going to leave the characters unhindered. Ever-increasing efforts will be made by the enemy to stop them. Of course, along the way the characters gain hints to a few songs that just might be useful to them.

At the end of the adventure, the characters could experiment with the organ, although this would be most foolish. Alternatively, if the DM wants to remove the artifact, it can simply vanish as soon as a song is poorly played.

Invoked Powers: To use the organ properly, characters must know two things; the exact song to be played and the settings for the stops of the organ. Only specific combinations of a particular song and exact stop settings have any effect. There are at least 23 powers of the organ, requiring 23 different songs. (More can exist if the DM desires.) DMs can create their own list of tunes based on their own tastes in music. (It can be particularly effective to choose classical organ works and then play them on a stereo just as the PCs attempt the same.) It is generally a good idea to mix up the selections so that players cannot guess correctly, based on their knowledge of the DM. A form is provided at the end of this entry for the DM to record the settings.

The stops are noted by a coded sequence. There are 27 stops lettered A-Z and one more labeled "I." Each stop has eight settings (1 through 8). The settings are noted as a combination of letter and number. For convenience, any stop all the way in (set to 1) is ignored. Thus the stop setting for a particular song might be A7, G2, H3, I5, R6, S6, V2, and I3. The last setting (!) is important for, if set incorrectly, the organ's curse is automatically triggered. Once all the stops have been set, the song can be played. A successful proficiency check must be made by one skilled in playing such an instrument. If it fails, the character has erred during the course of playing, potentially triggering a bad effect.

The effects of the organ's 23 songs are quite varied. A suggested breakdown is given here, or the DM can create an effect that matches the goal of the adventure. The tables referred to are found in the **Artifact Tables** in **Volume 1**. Roll on each of the tables listed below to find the abilities of the 23 songs:

5 abilities from **Table 1-21: Personal**

Enhancements Roll 5×

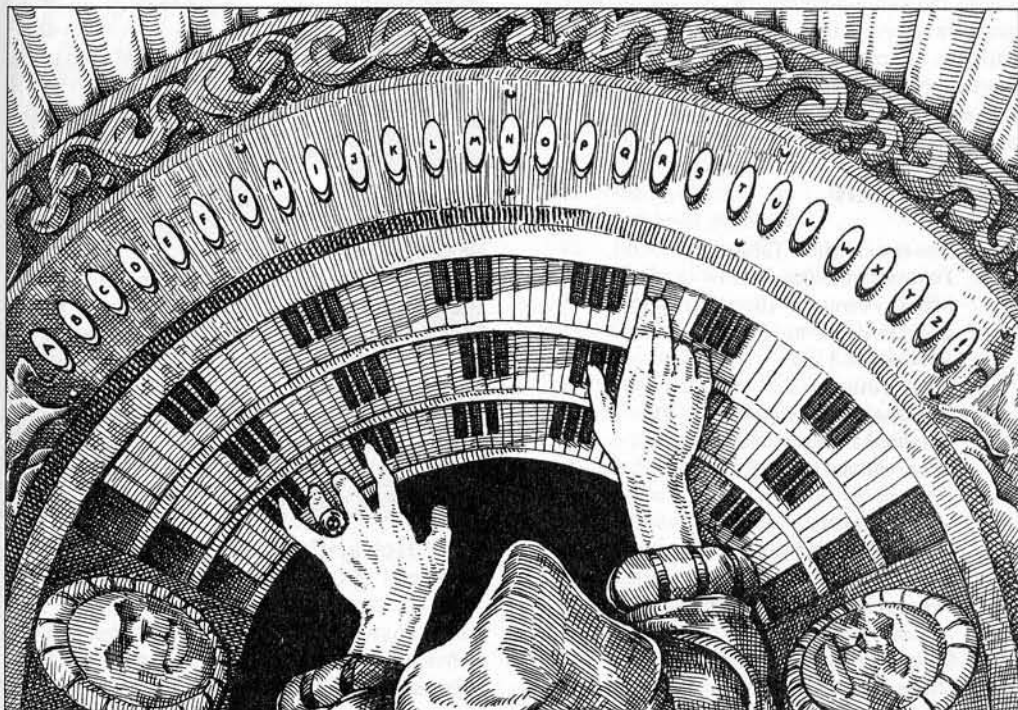
6 abilities from **Table 1-00: Abjuration** Roll 6×

6 abilities from **Table 1-11:**

Enchantment/Charm Roll 6×

3 abilities from **Table 1-01: Cataclysm** Roll 3×

3 abilities from **Table 1-03: Conjunction** Roll 3×



If the song or setting is incorrect or if the playing is poor, the DM should roll on the table below, **Bad Reviews**, for a result.

Bad Reviews

Roll	Result
01-07	No result
08-09	Curse
10	Random effect

Curse: It is said that only Heward could play the organ without fail. Should any character trigger the curse, all those within the hall must roll a successful saving throw vs. death with a -4 penalty or be stricken mad, tortured by the screeching tones of the pipes. Those driven mad forever wander the world, unable to bear the slightest sound, yet unable to tolerate silence either. Mad characters lose all class abilities except saving throws and hit points and are controlled by the referee. The madness can only be cured by a *wish* spell.

There is also the risk that a character will play the organ *too* well. Should the proficiency check be a 1 (or less), the keyboardist has played with near divine inspiration, worthy of Heward himself. At the end of the piece, the musician is instantly struck with melancholia, knowing that this performance is never likely to be matched. Those listening must roll checks against their Wisdom, with those who fail coming to the same conclusion. (Wiser characters are able to rouse themselves from depression.) Stricken characters take no joy in life, for they have heard the most sublime beauty and gradually waste away, unable to even motivate themselves to eat or drink.

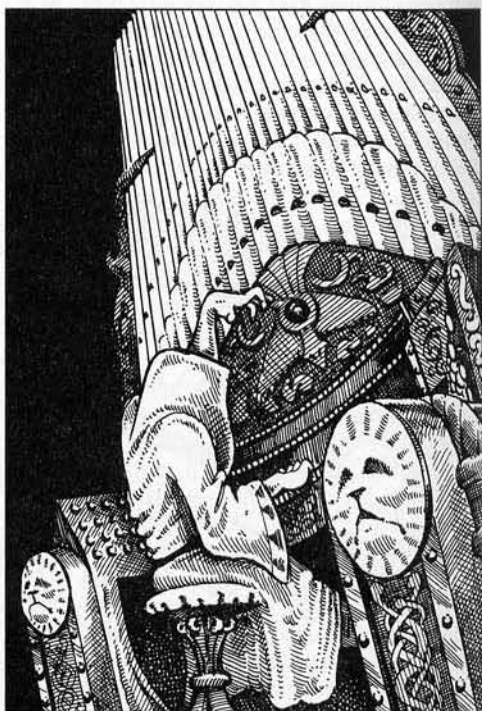
Suggested Powers

P#	Power or Table (Table #)
1	Divination 1-06
2	Minor Powers 1-16
3	Conjure elemental (1/week)
4	Divination 1-06
5	Conjuration 1-03
6	Personal Enhancements 1-21
7	Personal Enhancements 1-21
8	Shapechange (1/week)
9	True seeing
10	Major Powers 1-15
11	Minor Powers 1-16
12	Divination 1-06
13	Personal Enhancements 1-21
14	Abjuration 1-00
15	Offensive Powers 1-18
16	Offensive Powers 1-18
17	Divination 1-06

18	Create food/water (1/day)
19	Planar 1-22
20	Movement 1-17
21	Death spell (1/week)
22	Power word, <i>stun</i> (1/day)
23	Enchantment/Charm 1-11
24	Symbol of fear (1/day)
25	Enchantment/Charm 1-11
26	Power word, <i>blind</i> (1/week)
27	Portrait of Magus

Suggested Means of Destruction:

- The King of the Mice must be convinced to lead his people in an attack on the organ, for only they can destroy the instrument's inner workings.
- The worst composer in the entire world must be found to play the instrument. The cacophony that results causes such a titanic explosion that the organ, its hall, and the surrounding area for a half-mile radius are destroyed.
- The organ must be burned in a fire kindled with a copy of every work that Heward ever composed.



Heward's Mystical Organ II

XP Value: 25,000

GP Value: 125,000

DRAGON Magazine 29

As an answer to the limited information that *Eldritch Wizardry* gave on this wondrous artifact, a reader designed his own way of determining the effects and the songs of *Heward's Mystical*

6321

Organ. His design is unique enough to warrant a separate entry.

He designed the organ with 7 usable stops and 65 working keys (15 black keys and 50 white keys). For the stops he used a simple binary code. Each stop represents a number, the number of possible combinations for stop positioning is 128. This range is from zero to 127. See the example given below

I = the stop is in
O = the stop is out

64	32	16	8	4	2	1	
O	O	O	O	O	O	O	O = 0
O	O	O	O	O	O	O	I = 1
O	I	I	I	O	O	O	I = 57
I	O	O	O	O	O	O	I = 65
I	I	I	I	I	I	I	I = 127

Once the stops have been set, find out what the results are. If the player sets the stops at: I O O O I O O, the result is 68. Referring to the stop result table indicates that 68 is a random 5th-level priest spell.

Stop Results Table

0	Attacked by five tanar'ri
1	5th-level priest spell
2	User killed instantly
3	3rd-level wizard spell
4	1st-level wizard spell
5	Organ plays itself
6	7th-level wizard spell reversed ²
7	1st-level priest spell
8	6th-level druid spell
9	Table 4 monster ⁴
10	2nd-level druid spell
11	Power recharge ¹
12	3rd-level priest spell
13	7th-level priest spell reversed ²
14	3rd-level illusionist spell
15	Organ plays itself
16	Table 6 monster ⁴
17	5th-level illusionist spell
18	User loses one level
19	1st-level wizard spell
20	6th-level priest spell
21	Table 3 monster ⁴
22	Power recharge ¹
23	Table 2 monster ⁴
24	4th-level illusionist spell
25	1st-level priest spell
26	Table 1 monster ⁴
27	5th-level wizard spell reversed ²
28	7th-level illusionist spell
29	Table 5 monster ⁴
30	Organ plays itself
31	3rd-level wizard spell
32	6th-level priest spell reversed ²
33	2nd-level priest spell
34	6th-level wizard spell
35	User shrinks 12 inches
36	3rd-level druid spell
37	2nd-level wizard spell
38	User <i>polymorphed</i>
39	4th-level wizard spell
40	1st-level priest spell reversed ²
41	Table 4 monster
42	7th-level priest spell
43	Power recharge ¹
44	1st-level wizard spell
45	Organ plays itself
46	4th-level illusionist spell
47	3rd-level wizard spell reversed ²
48	User's charisma -10
49	2nd-level priest spell
50	8th-level wizard spell reversed ²
51	7th-level wizard spell
52	User <i>teleported</i> ⁴
53	10-80% users money gone
54	4th-level priest spell
55	1st-level illusionist spell
56	Power recharge ¹
57	5th-level wizard spell
58	6th-level wizard spell reversed ²
59	Table 4 monster ⁴
60	2nd-level illusionist spell
61	<i>Gas cloud</i> (roll type)
62	6th-level wizard spell
63	1st-level priest spell
64	Table 3 monster ⁴
65	4th-level wizard spell
66	<i>Teleport</i> to other plane ³
67	Organ plays itself
68	5th-level priest spell
69	Random <i>teleport</i> ⁴
70	3rd-level priest spell reverse ²
71	2nd-level druid spell
72	Table 4 monster ⁴
73	5th-level wizard spell
74	Power recharge ¹
75	Creates 1 magic item (1/wk)
76	3rd-level wizard spell reversed ²
77	4th-level druid spell
78	User takes 3d12 damage
79	2nd-level wizard spell
80	3rd-level priest spell
81	Table 5 monster ⁴
82	6th-level illusionist spell
83	User takes 3-24 shock
84	9th-level wizard spell reversed ²
85	9th-level wizard spell
86	1st-level druid spell
87	User gets 1d8 jewels (1/week)
88	Table 6 monster ⁴
89	7th-level druid spell

- 90 Organ plays itself
- 91 User takes 6d12 damage
- 92 3rd-level druid spell
- 93 5th-level wizard spell
- 94 2nd-level priest spell reversed²
- 95 Table 3 monster⁴
- 96 2nd-level wizard spell
- 97 Table 2 monster⁴
- 98 1st-level wizard spell
- 99 7th-level wizard spell
- 100 Organ plays itself
- 101 1st-level druid spell
- 102 4th-level priest spell reversed²
- 103 User gets 1d8 jewels (1/wk)
- 104 4th level wizard spell
- 105 Table 5 monster⁴
- 107 6th-level priest spell
- 108 Organ *teleports*³
- 109 3rd-level illusionist spell
- 110 4th-level wizard spell reversed²
- 111 5th-level priest spell
- 112 User *teleported*³
- 113 3rd-level wizard spell
- 114 User loses 2d3 -1 hp permanently
- 115 Power recharge¹
- 116 4th-level priest spell
- 117 Table 7 monster⁴
- 118 Organ plays itself
- 119 8th-level wizard spell
- 120 1st-level illusionist
- 121 6th-level wizard spell reversed²
- 122 2nd-level wizard spell
- 123 5th-level druid
- 124 loses 1 statistic point
- 125 6th-level wizard spell
- 126 5th-level priest spell reversed²
- 127 Attacked by five baatezu

¹Power recharge means the organ draws in all magical and priestly force within 100 feet of it. All learned spells are lost (no saving throw).

²Reversed spells are to be used as if a hostile caster was directing them at the user.

³The stops that produce *teleport* are to specific places in the campaign. The DM should adjust these as he or she sees fit.

⁴Where a table monster is indicated, use the dungeon monster tables. The attack is with surprise from behind.

Pipes of Animal Attraction

XP Value: 400 GP Value: 2,000

DRAGON Magazine 73

A short hollow wooden tube with a slot cut out of it. This whistle attracts all animals of a given type, usually some herd animal, within hearing.

Copper

XP Value: 200

GP Value: 2,000

The Book of Marvelous Magic

These pipes appear identical to *pipes of pan*. However, when played, all metals within 10 feet turn into copper. Magical items are not affected, but all nonmagical coins, weapons, and other forms of metal are immediately changed. They are nonmagical in their new copper forms, and cannot be restored. The *copper pipes* are usable once a day.

Damh's

XP Value: 1,900

GP Value: 9,500

Monster Mythology

These magical pipes can cast *charm person* or *mammal, fear*, or *sleep* in a 60-foot radius (at will). The avatar must spend one full round playing the instrument to generate the effect.

Gas

XP Value: 250

GP Value: 2,500

The Book of Marvelous Magic

These look and function like *sewer pipes*. However, when the creatures arrive, a green gas pours out of the pipes. The user must make a saving throw vs. poison with a -4 penalty to the roll; if it fails, 1d10 points of damage are inflicted, and the summoned creatures attack the user. Otherwise, the creatures may be ordered about normally. The pipes may be used once a week.

of Haunting

XP Value: 400

GP Value: 4,000

DUNGEON MASTER Guide

These magical pipes appear to be a small set of *pan pipes*. If checked, it faintly radiates magic. When played by a person skilled in music, the pipes create an eerie, spellbinding tune. A listener will think the source of the music is somewhere within 30 feet of the musician. Those hearing the tune and not aware of the piper must make a saving throw vs. spell. Those who fail become nervous and scared. All morale checks are made with a -2 penalty and the listeners suffer a -1 penalty to all surprise rolls.

When these powerful pipes are blown by a bard, those who fail their saving throws vs. spell are affected as if subject to a *fear* spell. Those who succeed on the roll still suffer the -2 penalty to morale checks and a -1 penalty to surprise rolls. The bard can choose to use the pipes normally.

Pain**XP Value:** — **GP Value:** 1,250

DUNGEON MASTER Guide

These appear to be like any other standard or magical set of pipes with nothing to reveal their true nature. When played by a character proficient in music, the pipes create a wondrous melody, surpassing any sound ever heard. All within 30 feet, including the piper, must save vs. spell or be enchanted by the sound. So long as the pipes are played, no one will attack or attempt any action if affected.

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise, causing 1d4 points of damage per round. The pain lasts for 2d4 rounds. After that, the least noise causes the victim to wince, reducing the character's attack and saving throw rolls by -2. The effect can be negated only by a *forget* or *remove curse* spell.

Because of the musical skills of bards, all within 60 feet are subject to the magic of these pipes when played by a bard. Saving throws are rolled with a -1 penalty per three levels of the bard.

Pan**XP Value:** 3,000 **GP Value:** 30,000

The Book of Marvelous Magic

This rare item summons 3d6 woodland creatures of various types, both humanoid and otherwise—centaurs, elves, and the like—who appear after one turn of playing. If the command word is spoken, the pipes may be played again to produce one *charm monster* spell per round, directed as the user desires. Up to three spells may be cast per summoning. The pipes may be used once a day.

of Panic**XP Value:** 3,000 **GP Value:** 30,000

Tall Tales of the Wee Folk

These appear to be a normal set of shepherd pipes. But when properly played (requiring a music skill check, if the skills system is used), they may be used to the same effect as a *wand of fear*, except everyone within 120 feet of the musician is prey to the effect, if they fail their saving throw—it is not selective between friends and foes.

A faun using *pipes of panic* need not use them solely for the evocation of fear, and can direct the pipes' effects at specific individuals (within range). The magic of the pipes combines with the faun's ability so that targets must save at -2 (cumulative with any other positive or negative adjustments) to avoid the intended effect.

Sewer**XP Value:** 2,000 **GP Value:** 8,500

DUNGEON MASTER Guide

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he or she can attract 1d6x10 giant rats (80%) or 3d6x10 normal rats (20%) if either or both are within 400 feet. For each 50 feet distance the rats have to travel, there is a one-round delay. The piper must continue playing until the rats appear, and when they do so, they are 95% likely to obey the piper so long as he or she continues to play. If for any reason the piper ceases playing, the summoned rats leave immediately. If they are called again, it is 70% probable that they come and obey, 30% that they turn upon the piper.

If the rats are under control of a creature such as a vampire, the piper's chance of taking over control is 30% per round of piping. Once control is assumed, there is a 70% chance of maintaining it if the other creature is actively seeking to reassert its control.

When played by bards, these pipes actually *teleport* the rats from some unknown location. Thus, a bard can summon rats even if located in an area completely devoid of rats. Meistersingers (a bard kit) can select whether giant or normal rats arrive, and have a +10% bonus to any control rolls.

Sewer II**XP Value:** 1,800 **GP Value:** 8,000

The Book of Marvelous Magic

These pipes have no effect unless played within 120 feet of a cave entrance or ruins and cannot function in daylight. Their music summons 2d10 giant rats, 2d4 giant bats, and 1d4 giant vampire bats, which arrive after one turn of playing. The creatures understand and obey the user of the sewer pipes and will travel far if so ordered. They serve for three hours at most and then return to the cave, vanishing utterly when within its confines. The creatures vanish before that time if slain or if struck by sunlight. The pipes function once a week.

of Sounding**XP Value:** 1,000 **GP Value:** 10,000

DUNGEON MASTER Guide

When played by a character proficient in music, these pipes can be used to create a variety of sounds. To a listener, the source of the sound seems to be anywhere within 60 feet of the piper. The possible sounds that can be created are: wind blowing, laughter, whistling, bird calls, moaning, footsteps, crying, mumbled voices, screams, running water, or creaking. (Note: The DM can rule that other, similar sounds are possible.)

Bards are able to generate any sound with

6332

these pipes, up to and including the volume of eight yelling men. The only limit is that the sound can't imitate any form of understandable, verbal communication. Charlatans (a bard kit), however, can generate clear speech.

of Speaking

XP Value: 320 **GP Value:** 3,200

The Book of Marvelous Magic

These pipes enable the user to speak to and understand the speech of all normal animals within 30 feet. Giant size and magical animals are not affected, but all others within range are calmed if hostile, and attracted if friendly. They can speak with the user of the pipes for up to one turn, offering what information they can. They suffer no penalty to surprise rolls, however, and are free to ignore the pipes if attacked or threatened in any way. The pipes may be used three times a day outdoors, or once a day indoors (whichever comes first).

Water

XP Value: 200 **GP Value:** 2,000

The Book of Marvelous Magic

These appear identical to *pipes of pan* and summon 1d10 of the same creatures. However, they also summon rain, which arrives at the same time, suddenly drenching the user and all within 30 feet. The rain clogs the pipes, which cannot be used for one turn thereafter. The creatures responding may be hostile (-1 penalty to reaction rolls). The *water pipes* may be used once a day.

Recorder of Recording

XP Value: 1,200 **GP Value:** 6,000

The Complete Bard's Handbook

This recorder has two magical functions. If, after a melody is played, the bard says, "Play it again when X happens," the recorder will magically play the entire song over again any time condition X occurs ("When Tarnak comes within 20 feet," for example).

The other magical function is activated by speaking the word, "record," before playing a tune. At any later time, the bard can say, "play back," and the recorder produces all sounds that it recorded within 30 feet during the song. Furthermore, these sounds are played back as if the recorder hadn't been making any noise at the time. The recorder does not reproduce special sound-based attacks of any sort.

Ye'Cind's

XP Value: — **GP Value:** —

Book of Artifacts

The *Recorder of Ye'Cind* is a musical instrument made from an 18-inch piece of hollowed-out lake

reed with 10 holes drilled into it. Unlike a flute, it is held vertically and played by blowing into the open end.

Over a century ago, there lived an elf named Ye'Cind. During the course of his life he traveled throughout the country, compiling and creating ballads and songs to tell the rich history of his beloved land. In time he became renowned in all of the lands. During a festival in one small kingdom, Ye'Cind was returning to his bed late at night when he witnessed the brutal slaying of the king in the courtyard below. Though he had seen the crime, he could not identify the assailant. By morning, Ye'Cind had vanished, leaving behind only blood on his sheets.

Twenty years later, at the annual Festival of Life, Ye'Cind reappeared in the fateful kingdom with a recorder in hand. He played strains of music to amuse and please the crowd. Lovers held each other dearer when tender melodies were played. For a crying child, Ye'Cind played a tune that brought laughter to its lips. Making his way to the center platform, Ye'Cind came face to face with the king and began to play for him. A look of astonishment crossed the king's face as 20 years melted away, and the king saw himself standing in the courtyard over his brother's dead body, a bloody knife in hand. A smile crossed Ye'Cind's face as he watched the guards drag away the struggling king.

This artifact can be used by all character classes. A possible adventure might revolve around a band of prophets taking the recorder to a monarch for delicate negotiations with a neighboring kingdom. En route, the caravan is attacked and the recorder stolen.

Constant Powers: The recorder emits an ear-piercing note anytime anything of the PC's (including the recorder) is stolen within 30 feet of it.

Invoked Powers: The recorder can be commanded to play complicated melodies upon itself. Playing a sustained G reveals a single and important truth about a subject of the user's choosing. This truth is revealed in the form of a shimmering image, complete with visual and audible effects. The truth is usually something of profound significance in the subject's life, although the recorder does not reveal the same image more than once for a single subject (1/day).

Random Powers: Three from **Table 1-11: Enchantment/Charm** (notes A, C, and E), three from **Table 1-16: Minor Powers** (notes B, D, and F).

Curse: The music is so beautiful that the user becomes unable to hear anything except the recorder within 2d4 weeks. All of the standard penalties for deafness are suffered.

Suggested Means of Destruction:

- It must be bathed in the liquid essence of 100 windchimes.
- The holes must be plugged with *sovereign glue*.
- It must be cast back into the lake where the reed from which it is made originally grew.

Doom Trumpet**XP Value:** 900**GP Value:** 5,000

DRAGON Magazine 91

This item is a magical horn, similar in appearance to a *horn of Valhalla*. Some specimens of this item appear to be battered, a few seemingly about to fall apart: If the *doom trumpet* is blown all human, demihuman, and humanoid skeletons and corpses within a 60-foot radius about the horn are brought into unlife, as the spell *animate dead*. All of the undead will obey the bearer of the horn without question, to the utmost of their ability. The greater the number of undead *animated*, however, the shorter the time that they remain active. If only one skeleton or zombie is animated, it remains active for 60 hours under the horn blower's control. If two are *animated*, they are active for 30 hours, three are active for 20 hours, and if 4 or more skeletons or zombies are activated, they are *animated* for only 10 hours before they collapse again. The undead created by the *doom trumpet* may be commanded to "go down!" (at which they *disintegrate* into dust) if the user of the horn wishes it; otherwise, the undead serve until destroyed, *dispelled*, or their time runs out. Use of a *doom trumpet* is not considered to be a good act, though sounding it to test its properties is not evil. The *doom trumpet* may only be sounded once per month. Using it more often will produce no results.

Axewood Whistle**XP Value:** 3,500**GP Value:** 32,000

GREYHAWK Adventures

This silver instrument was created by elf wizards for use by young human and elf maidens. Anyone who successfully uses the whistle gains the respect of the demihumans of Axewood, while any rumor of its misuse will draw the wrath of many angry elves, gnomes, and halflings.

Once a month the whistle can summon 1d4+1 unicorns. The unicorns make a reaction check with the following cumulative modifiers:

The summoner is good-aligned	+10%
The summoner is human or elf	+10%
The summoner is a sprite, dryad, etc.	+30%

If a summoner or companions are evil or if the reaction is poor, the unicorns leave immediately.



If they stay, a good-aligned human or elf maiden of pure heart can attempt to tame one of them for use as a steed. To the base 25% chance, add 2% for each point of the character's Intelligence, Wisdom, and Charisma over 15. Also, add the following cumulative modifiers:

The maiden is a ranger or priest	+10%
She is not alone	-5% per companion
She was once evil-aligned	-20%

Thus, a maiden ranger with an 18 Charisma and one companion would have a 36% chance to tame a unicorn ($25 + 6 + 10 - 5 = 36$).

of Deafness**XP Value:** —**GP Value:** 1,200

The Book of Marvelous Magic

This item appears as a *whistle of training* in all respects. However, there is a 30% chance that it also makes the user deaf. This affliction results in a -1 penalty to surprise rolls and difficulty in communication. Hearing can be restored by a *remove curse* spell applied by a caster of 26th level.

Dragon**XP Value:** 200**GP Value:** 2,000

Dragon Dawn

A *dragon whistle* is used by dragon knights to summon their mounts and give flight and formation cues in aerial battle, where the wind might

6340

whip verbal commands away unheard. The device is a mundane whistle, enchanted with a *dweomer* that lets its sound carry for exceptionally long distances. The pitch of a *dragon whistle* cannot be heard by human ears, although sympathetic vibrations can be felt by anyone who is also carrying one. Each dragon knight has one or two such whistles. They are not essential for the knight to work with his dragon, but are a considerable help.

A *dragon whistle* is carved of bone. It does not compel any dragon to answer, although a particular dragon might appear when its knight's whistle is sounded. Such whistles have only curiosity value to persons who are not dragon knights.

Gateway

XP Value: 6,000

GP Value: 40,000

Dragon Dawn

The *gateway whistle* is a dragon whistle crafted of crystal and enchanted with a special power. When this device is blown, a dragon in flight, with its rider, can pass between planes. The whistle must be blown by the knight for one full round preceding transition to another plane. At the end of that time, a shimmering *gateway* appears in the air before the flying dragon. Only one dragon and knight can pass through the portal opened by a *gateway whistle*. If the pair does not fly through immediately, the *gateway* closes after one round.

The whistle functions as an *amulet of the planes*, giving random access to the Outer Planes until the person blowing it experiments long enough to know what notes open which *gateways*. A person with a musical proficiency can figure out the logic of this after three random results. Other characters must get 3d4 random results before they can control the *gateway whistle*.

of Herding

XP Value: 700

GP Value: 3,500

DRAGON Magazine 73

A hollow wooden tube, closed at one end, with a slot in the side. This is a *herding whistle*. Each type attracts a different herd animal and has a distinctive note. When an animal of the appropriate species hears the whistle (which is quite loud), it moves to within 25 feet of the whistler and maintains that position, following him or her if necessary.

Rat

XP Value: 500

GP Value: 2,500

The Northern Reaches

This item originally was used to summon pet rats, but now summons wild rats (50% chance of 1d10 giant rats).

of Stopping

XP Value: 950

GP Value: 7,000

The Book of Marvelous Magic

This whistle can be heard to 120 feet. If any moving vehicles are within range, they stop for three rounds before resuming their original course and speed. Both magical and nonmagical vehicles can be affected (cart, wagon, flying carpet, and so on). Mounts cannot be affected but may be forced to make the "whistle stop" if pulling a vehicle. The whistle can produce its magical effect once a day and only on command.

of Summoning

XP Value: 800

GP Value: 4,000

The Book of Marvelous Magic

The sound produced by this whistle cannot be heard by human or demihuman ears. It summons one animal of a specific type, if the animal is within a one-mile range. The creature summoned appears as soon as possible, approaching to within 50 yards; reactions are then determined normally. Fantastic creatures are not affected. The type of animal affected is different for each whistle (bat, bear, boar, camel, great cat, crocodile, elephant, horse, rat, or wolf). The whistle may be used once a day.

of Training

XP Value: 400

GP Value: 2,000

The Book of Marvelous Magic

The sound produced by this whistle cannot be heard by human or demihuman ears. It enables the user to train a charmed animal. The animal affected must be within 10 feet and must be charmed before training is possible. Once activated by the command word, the whistle is blown and a one-word instruction given; the animal understands and remembers the instruction, obeying each time the word is spoken or whenever the whistle is heard thereafter. The whistle can be heard for a range of 60 feet. If the whistle can produce more than one note, the animal can be trained to respond to as many as five simple, one-word commands, such as attack, defend, fetch, threaten; one command is keyed to each note or word.

Window

A magical window is simply a small square or rectangular wooden frame lacking glass, which appears identical to a normal window frame except for its size. It may be as small as 1 inch square or as large as 2 feet across. All magical windows enlarge on command to a maximum of 5 feet square and shrink back to original size with a second command word. A window may be held in place for up to one hour per use. A window

6346

cannot be removed for at least one round after use or it will vanish. Windows have no effect on magical doors or walls.

Display

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This window appears to be and functions as a *window of peeping* in all respects. However, if used to gaze upon a nonhuman creature hostile to the user (predetermined by a reaction roll), the user becomes paralyzed (no saving throw) and stands holding the window. The paralyzed victim does not fall over or let go. Once the window has trapped a victim, it cannot be damaged or moved but will release its victim one turn later. The paralysis cannot be removed unless a *remove curse* is applied to the window (not the victim) by a caster of 15th level.

of Dressing

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

This odd window allows the user to put on armor, equipment, and other possessions in only two rounds. When enlarged and viewed, the window reveals a small, other-dimensional cubicle. The user may step through while carrying equipment, take the time to put on the equipment (armor, shield, weapons) and step back out of the cubicle, fully clad, one round later—regardless of the actual time needed to dress. Magic items do not function within the cubicle, and spells cannot be studied or cast. The window can be very useful during outdoor travel, as a character does not wear armor while sleeping.

of Opacity

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This window does not permit viewing, instead producing the opposite effect. When held to any normal or magical window or mirror, it causes part of the other window's transparent or reflective surface to become misty and unusable. Only the part covered by the *window of opacity* is affected, and only while the two windows touch. The window may be used only once a day.

of Peeping

XP Value: 1,600 **GP Value:** 8,000

The Book of Marvelous Magic

This window looks like and functions as a *window of spying*, but both the window and the user can easily be seen by those in the room.

of Spying

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

When held to the surface of a wall or door, this window allows the user to see through the barrier into the area on the other side. It has no effect on magical walls or doors, can be blocked by any metal, and can see through up to 2 feet of wood or stone at most. It reveals no sign of its use to those on the other side. The *window of spying* can be used three times a day.

of Visiting

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This window functions like a *window of peeping* in all respects. However, if used to gaze upon a nonhuman creature hostile to the user (predetermined by a reaction roll), the user and the window are drawn through the wall or door and appear in the midst of the creatures seen (no saving throw). Only the user is affected.

Wine of Eternity

XP Value: 1,500 **GP Value:** 10,000

The Ruins of Undermountain

This extremely rare, fell vintage was devised by a cabal of renegade illithid wizards an age ago. They are all dead now; the secrets of enchanting this drink are thought to have died with them. The values given above are for a single quart flask.

The wine tastes fruity, like fermented cherries. If even the slightest drop of this fine, dark-red wine passes the lips (or is spilled into a wound, so that it mixes with the blood) of a living creature, that creature falls instantly asleep.

Seven days after imbibing the wine, an affected being is allowed a special saving throw. If it succeeds, the being awakens and is forever after immune to the effects of the *wine of eternity*. If it fails, the next saving throw is allowed a year (to the minute!) later. If that fails, another year must pass, and so on. This cycle can theoretically continue for ages and beyond.

The saving throw is a special one, calculated as follows: add the victim's current Strength, Constitution, Intelligence, and Wisdom ability points. Roll percentile dice; if the roll is equal to or less than the ability point total, the sleeper awakens.

No known means short of a *limited wish* can end the slumber early. The sleeping being does not age, or even require food, water, or air—although breathing (and snoring) continues. Hair continues to grow, but nails do not, and most other bodily processes (except healing) also seem to cease. Certain sleepers have even been known to regenerate lost limbs and the like, without the

6353

use of a spell—something normally beyond the powers of mere rest!

This vintage is believed the cause of many sleeping knights found in tombs throughout the Realms. Allegedly, the illithids tried to dose many of their foes—and after a time, sold the vintage to humans, to use against rivals; the victims were eventually laid to rest by those helpless to awaken them.

Mind flayers, beholders, and drow are known to be immune to the slumber-causing agents of this magical wine, as are all undead. To drow, it functions merely as an intoxicant; to mind flayers and beholders, it functions as a powerful, regenerative healing draft, yielding 1d12 restored hit points per cup.

No known written instructions exist of its making, and, according to Elminster, many powerful wizards searched long and hard for any mention or clue of it in all the libraries of the Realms.

Wings

Wings are magical devices that generally allow the wearer to fly just like a bird. The user often cannot levitate or hover (unless specified in the text), but must flap and move forward to stay aloft. Some wings graft themselves to the shoulders while others must be strapped on like a backpack.

Dragon

XP Value: 10,000 **GP Value:** 50,000

Dragon Keep

Just prior to the Age of Might, a band of magic-using silver dragons created *dragon wings* to share the gift of flight with their human friends. *Dragon wings* look like miniature silver dragon wings about 2 inches long.

To activate the *dragon wings*, the owner must be in close physical contact with a silver dragon of the same sex (traditionally, the dragon embraces the owner while pressing the wings against the owner's back.) The owner feels a burning sensation that spreads from the neck through the shoulders and down the spine as the dragon wings are absorbed into the body.

The burning sensation continues for a full minute, then a wracking pain shoots through the owner's body. A Constitution check must then be made. If the check fails, the owner suffers 1d6 points of damage. If the check succeeds, he or she takes one point of damage.

The pain subsides in 1d4 minutes, after which a pair of glittering silver *dragon wings* blossoms from the owner's shoulders, spanning 12 feet when fully extended. The wings are totally functional; with them, the owner can fly at the same speed as a silver dragon. The wings remain in place for 24 hours. They can be used only once.

of Flying

XP Value: 750

GP Value: 7,500

DUNGEON MASTER Guide

A pair of these magical wings looks like nothing more than a plain cloak of old, black cloth. If the wearer speaks a command word, the cloak turns into a pair of gigantic bat wings (20-foot span) and empower the wearer to fly as follows:

- 2 turns at speed 32
- 3 turns at speed 25
- 4 turns at speed 18
- 6 turns at speed 15
- 8 turns at speed 12

After the maximum number of possible turns flying, the wearer must rest for one hour—sitting, lying down, or sleeping. Shorter periods of flight do not require full rest, but only relative quiet such as slow walking for one hour. Any flight of less than one turn's duration does not require any rest. *Wings of flying* can be used just once per day regardless of the length of time spent flying. They can support up to 500 pounds weight.

Sigh Danovitch's Wings of Flying

XP Value: 750

GP Value: 7,500

1992 Fantasy Collector Card 27

These magical wings are able to support up to 500 pounds of weight. The character who wears them may continue to fly as long as he or she likes without tiring. Their movement rate is a constant 9. *Sigh Danovitch's wings of flying* are not effective in combat situations—the wearer can do nothing but concentrate on flying while wearing them. If the flyer's train of thought is in any way interrupted, the wings convert back into a cape and the flyer falls.

Wo-ha Ui-jung

XP Value: 1,200

GP Value: 6,000

Kara-Tur

The *Wo-ha Ui-jung* are 10 magical vessels that were fashioned with arcane powers by the Han. Each is carved in the shape of a different animal, and their powers have played a major role in Koryo's past and present. There is a legend that the man who gathers all the *Wo-ha Ui-jung* together again will be the first emperor of the world! Here are the statistics and status of each:

Standing Monkey: This vessel cures blindness, allows commune with lesser spirit to the unskilled, and handling it causes the spell of *face* to be cast on the holder, as if it rubs off on the wielder. Its magic is called by filling the deep cup with rose petals. The king now possesses the *standing monkey*, and he led an expedition to collect three of these vessels.



Squatting Toad: This one calls *creeping darkness*, makes the user grow 1d4 inches taller, adds +1 to Strength, +1 Dexterity and -1 Charisma, and permanently bestows the ability to swim on the wielder. It happens upon drinking anything from the cup. This only happens once, no matter how long the wielder attempts to recreate the ceremony. The king possesses this vessel, a gift from the people of Saishu.

Sitting Monkey: The user must follow a regiment of nightly ceremonies to keep the powers of this vessel. Incense must be burned in its cup at midnight, and a peculiar chant is required. It raises the user's level +2, adds +20% to all characters' ability to climb walls, and allows the handler *true seeing*, the 5th-level shukenja spell, once per day. If the ceremony is continued over six months, the manipulator's toes become prehensile, making shoes uncomfortable, but allowing the character to hold on to ledges, ropes, and branches like a monkey. This change is the only permanent one. The *sitting monkey* is in the treasure rooms of the king.

Sitting Bull: This cup instills *surelife* in any drinker of the cup, as in the 8th-level wu jen spell, and a blanket protection from all disasters except physical blows from another character. The effect lasts one hour. The king possesses this object, and many believe he uses it. It can only be used once a day.

Sitting Dog: This vessel is lost, last used by

the hero Niofu Sangto, who defeated the Kozakuran navy in the Battle of Wui Eyong (Koryo 812). Obscure records list its powers, but there are confusing accounts; it might *cause baldness* and *cure stricken crops* or it could give the abilities to start fires with a gaze and sing a hypnotic song. The hero Niofu Sangto had a fortress on the coast somewhere east of Tu Pe, but it is lost as well.

Standing Bear: This vessel too, is lost. It was held for years by a powerful yakuza clan in T'o na'Chee, the Yio Dufong. It gave any drinker from the chalice the strength of a bear (19) for three hours and a flushed, excitable nature. The Yio Dufong would all drink from it before a battle, and to this day, they are still known as the "bears." The treasure was stolen and has not resurfaced.

Leaping Fish: This one was last used by the shukenja, Pitalla, when he cured mo'Ki of the ivory plague infestation. It is thought he carried it to Su'un and left it there. When this vessel, the fish's mouth, is filled with fine oil and lit, it glows pale blue and the user can ask for one wish to be fulfilled, as in the 9th-level wu jen spell.

Laughing Hare: This is actually a cup. It must be filled with sake and drunk to initiate the magic. The wielder's hearing increases, and he or she can see objects twice as far away for half a day. The drinker can also *conjure* one earth elemental during that time. This cup only works during the full moon.

Dancing Hart: This figure holds a cup with its antlers. It is a lost relic and its powers are unknown, but certain arcane records call for filling it with the blood of an enemy. Some believe it is in the treasures of Toranu Gang-po.

Coiled Dragon: A dragon surrounds this huge vessel 1 foot in diameter, wide and shallow. It must be filled with liquid silver (mercury) and one drop of blood from the user. Then that person can use the little pool as a mirror to view any scene in Kara-Tur or the Heavens above. As long as the viewer concentrates, the little window may be moved anywhere on the world the user wants to see, spying or searching. This relic was last carried by the Chinhan people, but it has been lost for 2,000 years.

World-Shield Ore

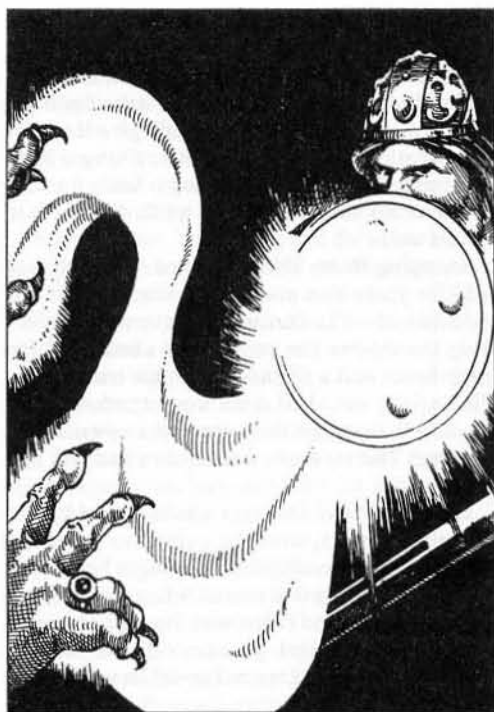
XP Value: —

GP Value: —

Nightrage

This ore is not magical, rather it is strongly antimagical. Still, its properties merit discussion here. The metal forged from this ore can absorb magical energy harmlessly. Furthermore, it holds the magic intact on its surface, affecting those

6367



who touch it.

The ore's unique properties derive from its source—the *world-shield* at the center of Mystara's crust, which is impenetrable by any magic, even that of the Immortals. The *world-shield* may be a "zone of influence" as opposed to an actual barrier of rock; this remains unclear, for the evidence is conflicting. Perhaps its eons in the zone of influence have bestowed on the ore its strange powers.

The *world-shield ore*, once forged, exceeds all other minerals in strength and hardness. It is essentially indestructible. Though conventional hard materials are also brittle, this ore is not. Few blows can shatter it. However, its strength makes the ore extremely hard to forge. Nothing but the heat of the planet itself, as in a live volcano, can melt it.

For game purposes, assume armor forged from this ore gives the wearer AC -2. Yet because of its lightness, it weighs no more than ordinary banded mail.

The ore, and items made from it, completely blocks, negates, and neutralizes all magical effects. (This includes magical liquids poured through cracks in the armor; the liquid simply refuses to work.) The armor totally seals the wearer from the effects of any magic, for better or worse. For instance, the wearer cannot become *invisible*, be lifted by *telekinesis*, travel through a *gate*, be *teleported* or *charmed*. *Bless* spells,

healing magic, magical rings, and girdles are all similarly futile. *Scrying* and communication magic such as *contact outer plane*, *legend lore*, and *clairvoyance* also don't work. The wearer cannot cast magic from within the armor, though he or she can use magical items held outside of the armor.

In theory this armor should even protect against Immortal magic, since the *world-shield* itself resists the Immortals. However, this could easily prove too powerful for a campaign, so the DM has the final ruling on the effects of Immortal magic on *world-shield ore*. (Note: If the armor were built by an Immortal, it would be effectively an artifact, and would protect against Immortal magic.)

When the armor is attacked magically, the attack's magical power "collects" on the ore's surface, suspended. This power automatically attacks the next person or object that the armor touches. This target is affected just as if the spell had been cast directly on it. If the armor touches nothing for six minutes (six rounds), the suspended power dissipates harmlessly. If the armor collects and suspends magic from an area-effect attack, it still only inflicts its damage on a single target, by touch, and only as much damage as the armor's wearer would have taken from the spell.

Note that *world-shield armor* is unstable (unless an artifact). A month or so after forging, its properties wear off, and the metal crumbles. So even if they manage to fit into the armor suits, the PCs can't be permanently invincible.

Apparently only one factor governs the armor's instability—the presence of a living wearer. The act of being worn apparently saps the armor's power. Armor forged and stored unworn may last indefinitely, until worn. After one wearing, the armor inevitably decays within a month. (At the DM's discretion, other factors can also make the armor unstable, such as exposure to light or corrosive acids.)



Xylograph

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This is a wooden slab, 1-inch thick and a foot square. Upon command, it transcribes the words of the user, carving them backwards as grooves in the wood. Upon a second command, the words fill with ink and the *xylograph* can then be pressed against a wall, parchment, or any receptive substance, printing its message on the surface. Once the words are printed, the *xylograph* returns to its original featureless state. After the initial command word, the user may also inscribe a drawing of some sort simply by using one finger to trace the lines desired. The *xylograph* functions only once per day, and can become nonmagical if damaged by fire or if anything is carved or written on its surface without the use of the first command word.

Yoke

Yokes are devices that are used to harness large draft animals to the will of the owner. A yoke is often attached to a plow, farm implement, or vehicle to harness a team of animals for labor.

of Boar Harnessing

XP Value: 800

GP Value: 4,000

Moonshae

These rare devices are of druidic design and can be used to harness a pair of boars or giant boars to the will of the user. The boars can be harnessed to a chariot, cart, plow, or carriage. Alternatively, the harness can be separated into two pieces, mastering two boars for riding purposes. Creatures larger than dwarves or elves can ride only giant boars.

The harnessed boar responds to all of the commands of the user, but it does not receive any magical increase in Intelligence. Thus tasks that could normally be learned by the creature can automatically be performed while under the harness, but the boar cannot perform unusually complicated tasks.

of Flight

XP Value: 600

GP Value: 3,000

Moonshae

This large yoke can be used to harness a pair of horses. When in use, the horses have the power of *flight* and can pull a chariot through the air at a speed of 36.

To take off, the chariot must race in a straight line at a speed of at least 12. When the command word is spoken, the vehicle lifts off the ground and soars into the air. It must travel at least 12 per turn to remain airborne; at a slower speed it automatically crashes. The chariot flies with Maneuverability Class E.

Landing requires a straight path at least 60 yards long. It takes two rounds to slow down enough to maneuver freely on the ground.

of Irritation

XP Value: —

GP Value: 1,200

The Book of Marvelous Magic

This item is placed on a beast's neck. Rather than controlling the animal, however, the yoke enrages it and it attacks the user as best it can. The creature is nearly invulnerable while wearing the yoke; only damage to the yoke is counted (treat as AC 2, hp 20), and only magical damage applies. When the yoke is destroyed, the beast returns to normal. A *remove curse* does not affect the yoke, but a *wish* makes it disappear.

of Obedience

XP Value: 2,500

GP Value: 4,000

The Book of Marvelous Magic

When this yoke is placed on a creature's neck, the victim is *charmed* and thereafter obeys the user's spoken commands for as long as the yoke is worn. The yoke disintegrates 30 days after its

6372

first use. Only the user can remove the yoke while the creature is alive.

Practical

XP Value: 1,200

GP Value: 5,000

POLYHEDRON Newszine 23

This item is used in the same manner as a *yoke of obedience*. However, the user soon discovers the curse that comes with it. Anything the user sits upon makes noise; the user's teeth turn black after drinking liquids; and other similar effects may occur (as created and applied by the DM). When the yoke is removed, the curse departs, but it returns each time the yoke is used.

of Underwater Action

XP Value: 2,000

GP Value: 10,000

Moonshae

This yoke, like the *yoke of flight*, enables a pair of horses to carry a chariot through a medium it could not normally enter. In this case, the environment is water. The horses can pull the chariot at normal movement rates. The horses have no difficulty breathing, nor do any riders who remain in the chariot.

Yo-Yo of Fate

XP Value

3 inch: 1,500

5 inch: 2,500

9 inch: 4,500

13 inch: 6,500

17 inch: 8,500

20 inch: 10,000

GP Value

18,000

30,000

54,000

78,000

102,000

120,000

DRAGON Magazine 134

This yo-yo looks like any normal yo-yo; it is a bright cherry-red color, and its string glows faintly yellow. The *yo-yo of fate*, however, adds a +1 to all of a jester's (bard kit) saving throws and +2% to all normal jester abilities when carried. Most of the time, it functions as a normal yo-yo. However, when the jester desires, the yo-yo allows its owner to alter fate during the course of a day. A particular 1d20 die roll, made for that jester's combat or saving throw purposes, is chosen and altered (but only before the roll is made). The jester then uses his yo-yo to "get lucky." When used to alter fate, the yo-yo's string permanently shortens by 1 inch for every +1 bonus added to the die roll to be altered. Note that the *yo-yo of fate* does not guarantee that a die roll will succeed; it merely adds to the chance involved. The yo-yos come with strings of various lengths. When such a yo-yo is found, roll on this chart:



Roll

01-60

61-80

81-90

91-95

96-98

99-00

String length

3 inches

5 inches

9 inches

13 inches

17 inches

20 inches

If a yo-yo's string is too short to permit the size of the die-roll bonus asked for (a 2-inch string cannot allow a +5 bonus on a die roll), then the yo-yo grants the maximum bonus it can allow (in the above case, a +2 bonus) and vanishes forever. No jester can use or own more than one of these yo-yos at a time.

Zwieback of Zymurgy

XP Value: 100

GP Value: 500

The Book of Marvelous Magic

This dry, crusty bread is magically useful in wine production. If dipped into a wineskin filled with inferior wine, the liquid changes to an excellent beverage, which can be sold for 10 times the original price. The piece of *zwieback* disintegrates when used. Each package of *zwieback* contains 2d10 pieces when found, which will keep indefinitely unless moistened.



The Lastword

And here we are, four volumes, sixteen hundred and sixty-four pages, and 4,032, 306, 375* magical items later. We hope you have enjoyed reading and using the Encyclopedia Magica™ volumes as much as we have enjoyed bringing them to you. A few words need to be said in conclusion, so if you'll bear with us, mysteries will be unveiled.

* This figure, give or take a few hundred thousand, is slade's estimate of the total number of items that exist or can be created by using the tables and alternatives.

Those Curious Asterisks

Throughout the encyclopedia there are items marked with asterisks, and many have been written and called to ask what arcane truth is contained within them. Quite simply, they are "everything items." Any item so marked can be translated into any other item. For example, a *ring of folly* could become a *dagger of folly*, a pair of slippers, a brooch, a gem, or anything else a DM cares to make of it. This was done to enable the DM to customize items specific to a campaign in which a listed item may not be appropriate.

Unpublished Works

TSR, Inc. works on a two-year lead-time. Occasionally adventures and accessories are written only to be canceled when the needs of a specific product line change. Those who were very alert may have spotted items from a 1994 SPELLJAMMER accessory called *Infinity Sphere*. Don't look for it at your local store, *Infinity Sphere* was dropped from the schedule—but its magical items are within these pages.

Errata

Glen Orbik was inadvertently left off the list of color plate artists in volume II. John and Laura Lakey were listed in volume II to correct the fact that they should have been listed in volume I. We apologize for any confusion this may have caused.

Not Errata

Please note that the fact that an item appears in more than one place in these volumes is *not* an error. In order to make this project more user friendly, certain items were duplicated. For example, *Equus* items appear as everything from earrings to ankle bracelets. A single listing would have been more difficult to find, so we listed *Equus* under each applicable type. A few items were judged to be important enough to warrant listing them singly and in categories, and some, like *Quirks*, were redesigned to make them fit specific categories.

Special Thanks

To Lorraine Williams for the format concept, which is a vast improvement on the one slade and I had envisioned; to Tim Brown, Roger Moore, Steve Winter, and Bruce Heard for aid under fire; to Arnie Swekel for his wonderful illustrations of the items and scenes in all four volumes; to the AD&D Product Group for proofreading on short notice with even shorter deadlines; to Peggy Cooper for ferreting out obscure and ancient color art; to Bob Gibson, whose critique of slade's DRAGON Magazine article helped make the following tables better than they were; and to all of you who have written and called to express your appreciation for this project, we thank you. Your kindness made an impossible project merely difficult.

An Abbreviated Bibliography

Unearthed Mundana	Dragon 191
Nonmagical items of value	
A Magical Personality	Dragon 191
Roleplaying hints and ideas for specialist mages	
Sorcery & Strategy	Dragon 181
Magical tactics on the fantasy-game battlefield	
Magic Mangling Made Easy	Dragon 173
Don't get mad at spellcasters ... get even	
Treasures More Real	Dragon 168
Do away with boring dragon hoards and make players think	
Wizard Kits	<i>The Complete Wizards Handbook</i>
Magical Item Creation	<i>Tome of Magic</i>
The ins, outs, and personal sacrifices of making magical items	
Hedge Wizards	Dragon 163
The low-level mages who make things work	
Magic Gone Haywire	Dragon 163
Magical item misfirings in the AD&D game	
Magic for Beginners	Dragon 149
Create all-new weapons—for 1st-level characters	
The Deck of Many Things	Dragon 148
A card-stock insert of the deck to be used by players	
Variety, The Spice of Magic	Dragon 147
Alternate spell components	
Gaze Into My Crystal Ball	Dragon 147
A look at magical scrying devices and spells	
Where Wizards Meet	Dragon 139
Mageholm: A Wizards' Guild	
Treasures of the Wild	Dragon 137
Natural treasures in the AD&D game	
The Golem's Craft	Dragon 136
The expense and risks involved in golem-making	
Better Living Through Alchemy	Dragon 130
Alchemists and their magical trade, from potions to poisons	
The Mystic College	Dragon 123
Magical academies for AD&D game sorcerers	
Fire for Effect	Dragon 123
Magical fires are a lot hotter than you'd think	
Good Stuff, for a Spell	Dragon 111
Magic-focusing items	
Welcome to Malachi	Dragon 111
A game city designed with magic in mind	
Blades with Personality	Dragon 109
Magical swords should have more than just statistics	
The Well-Equipped Victim	Dragon 105
A random treasure system for 0-level encounters	
Charging Isn't Cheap	Dragon 101
Ideas for creating and fixing magical items	
Tailor-Made Treasure	Dragon 98
A dragon's hoard of valuables should be variable	
Creative Magic Items	Dragon 98
Enchanted objects don't have to come from a book	
The Legacy of Horus	Dragon 87
A harvest of unusual plants	
The Many Facets of Gems	Dragon 83
Fact and folklore about snazzy stones	
Taking the Sting Out of Poison	Dragon 81
A new poison system	

Appendix

Magical Item Random Determination Tables

Whenever possible, experienced DMs select the magical items that are to be used in their campaigns. There are times, however, when random charts can be of tremendous help, especially when considering the fact that this encyclopedia contains more than *four billion* items, including all of the variant items, weapons, and gear listed in the pages and on the tables of its four volumes.

Many of the items listed below are in **bold type**. These are unique items and artifacts that fit no specific category—and so, we inserted them under some unusual classifications. This system not only allowed us to include every item, but also adds a factor of true randomness—be careful what you wish for, you might not like what you get. For example, under **Decanters** you will find *Disintegration Chamber*, and *Horn of Plenty* is listed under **Potions**. Of course the DM is always free to throw out any result he or she feels would inflict more harm than good to the campaign.

To randomly select a magical item, roll on Table 1 below. Table 1 directs the DM to the specific categories listed in Tables A through T.

Table 1 is almost identical to **Table 88** in the *DMG*, except that it includes entries for humorous items, artifacts, and relics.

Please note that **Table T**, which contains the complete list of artifacts, is excluded from **Table 1** due to the unique nature and power of artifacts. Artifacts should never be given as random treasure. **Table T** is included in order to give you a list of the artifacts available in the *ENCYCLOPEDIA MAGICA* accessory. We do not recommend its use as a random table.

Table 1: Magical Items

d100	Reference	
Roll	Magical Item Category	Tables
01–20	Magical Liquids	A
21–35	Scrolls	B
36–40	Rings	C
41	Rods	D
42	Staves	E
43–45	Wands	F
46	Miscellaneous: Books	G
47–48	Miscellaneous: Gems & Jewelry	H
49–50	Miscellaneous: Clothing	I
51–52	Miscellaneous: Boots & Gloves	J
53	Miscellaneous: Girdles & Helms	K
54–55	Miscellaneous: Bags & Bottles	L
56	Miscellaneous: Dust & Stones	M
57	Miscellaneous: Household Items	N
58	Miscellaneous: Music Instruments	O
59–60	Miscellaneous: Weird Stuff	P
61	Miscellaneous: Humorous Items	Q
62–77	Armor and Shields	R
78–90	Weapons	S

This result may be rerolled if the DM has no sense of humor.

Once the general category is determined, choose a specific item from the reference tables given below. Each item on the reference tables is given a die roll number so that the DM can select items randomly.

The die rolls for these tables are d1000. This means the DM must roll three 10-

sided dice, collating the results together, and coming up with a number from 001 (one) to 000 (one thousand). It is suggested that three different colored dice be used to make the rolling easier.

Many items listed on the reference tables have an asterisk after the name. If this result is rolled, the DM is encouraged to roll again on that table, combining the entries into a unique item. This can be done any number of times, but the DM may wish to limit the number of rerolls to three.

Table A: Magical Liquids

Roll	Item Discovered
01	Enchanted Enhancements*
02–03	Arcane Formulae for a Dracolich
04–05	Arcane Formulae for a Lich
06–07	Cordial of the Dryad Elixirs
08–09	of Additional Weaponry
10–11	of All-Purpose Healing
12	Distillate of Wolfsbane
13–14	Glitz & Klax's
15–16	of Health
17–18	of Heroic Action
19–20	of Kindness
21–22	of Life
23	of Luck
24–25	of Madness
26–27	Nerve Tonic
28–29	Nodozze
30–31	of Obscurement
32–33	of Photosynthesis
34	Physical Enhancement
35–36	Quirks*
37–38	Rainbow Bridge
39–40	of Reduction
41–42	of Revivication
43–44	of Sanity
45–46	Skunk Water
47	of Sunlight Resistance
48–49	of Weakness
50–51	of Youth
52–53	of Zorbo Fingers
54–55	Essence of Darkness
56–57	Ichor of Intoxication
58	Liquid Iron
59–60	Liquid Road
61–62	Mist of Rapture
Oils	
63–64	Absinthe
65–66	of Acid Resistance
67–68	African Ju Ju
69	of Agelessness
70–71	Allspice
72–73	Allspice II
74–75	Anger
76–77	Animation
78–79	Anise
80	Aphrodisia
81–82	Arabian Nights
83–84	of Aries
85–86	of Armor
87–88	of Armor II
89–90	Attraction
91–92	Attractiveness
93	Bard's Aphrodisiac Inspiration
94–95	Bats' Blood
96–97	of Beauty
98–99	Bendover's
100–101	Bergamot's

102–103	of the Black Arts
104	Bottom #20
105–106	Bruno's Curse
107–108	Buddha Type I
109–110	Buddha Type II
111–112	Buddha Type III
113–114	of Bug Repellence
115	Bull's
116–117	of Buoyancy
118–119	Caloric Shield
120–121	Carnation
122–123	Chocolate
124–125	Cintroneella
126	Civit
127–128	Cleo May
129–130	of Cloaking
131–132	of Commanding
133–134	of Concentration
135–136	of Confusion
137–138	of Conquering Glory
139	Controlling
140–141	Crab Apple
142–143	of Crossing
144–145	Cumin Seed
146–147	Cypress Seed
148–149	of Damnation
150	Dendan
151–152	Desire Eme's
153–154	of Dexterity
155–156	of Disenchantment
157–158	Doas Isay's
159–160	Double Cross
161	of Dragon's Blood
162–163	of Dream
164–165	of the Dryad
166–167	of Elasticity
168–169	of Elemental Invulnerability
170–171	of Enchantment
172	of Enchantment II
173–174	of Eternal Fire
175–176	of Etherealness
177–178	Eucalyptus
179–180	of Eve
181–182	of the Evil Eye
183–184	Excisement
185	of Exodus
186–187	of the Feasts
188–189	of Feather Falling
190–191	of Fiery Burning
192–193	of Fire Stilling
194–195	Five Finger Grass
196	Frangi Pani
197–198	of Fumbling
199–200	Galangale's
201–202	Gardenia
203–204	Getaway's
205–206	Grape
207	of Great Devotion
208–209	of Hair Replacement
210–211	of High Conquering
212–213	of High John the Conqueror
214–215	Hindu Grass
216–217	Honeysuckle
218	of Horridness
219–220	Hypnotic
221–222	Hyssop
223–224	of Immutability
225–226	of Impact
227–228	Invisibility
229–230	of Invulnerability
231	Jamaica
232–233	Jannis's Aroma of Nightmares
234–235	Jazzer's of Permanent Etherealness

Oils

236-237 Jezebel
238-239 of Jinx Removing
240-241 Jo's Liquid Road
242 Kludde
243-244 Lavender
245-246 of Life
Magical Liquids
247-248 of Lighting
249-250 of Lightning Bolts
251-252 Lily of the Valley
253 of Lorn
254-255 of Luminescence
256-257 Magnolia
258-259 of Manpower
260-261 Maybel's Insect Charm
262-263 of Mercury
264 of Metal Fatigue
265-266 Mojo
267-268 of Monster Repulsion
269-270 Moon
271-272 Musk
273-274 Narcissus
275-276 of Neutral Scent
277 of New life
278-279 Nine Mystery
280-281 Obeah
282-283 of Obedience
284-285 Olibanum
286-287 of Permanent Disenchantment
288 of Petrification
289-290 of Phosphorescence
291-292 of Phosphorus
293-294 of the Pickpocket
295-296 of Power
297-298 of Preservation
299 Primrose
300-301 Reptilla's Curdled Death
302-303 of Reversibility
304-305 of Romance
306-307 Rosemary
308-309 Rue
310 of Rust Proofing
311-312 Sandalwood
313-314 of Scents
315-316 of Scribes
317-318 of Scrying
319-320 of Sharpness
321-322 of Slipperiness
323 Snake
324-325 Solomon's
326-327 Spikenard
328-329 Spirit
330-331 of Stillness
332-333 of Stone Passage
334 of Sulfur
335-336 of Time
337-338 of Timelessness
339-340 Trinity
341-342 of Unlocking
343-344 Verbena
345 of Vibration
346-347 Virgin Olive
348-349 of Vision
350-351 of Voodoo
352-353 of Will Power
354-355 Wintergreen
356 of Wishing
357-358 Witch's
359-360 Xyz
361-362 Ylang Ylang
363-364 Zodiac
365-366 Zula Zula
Ointments
367-368 of Blessing
369 Courtesan's Cream
370-371 of Far Seeing (Ashen)
372-373 of Far Seeing (Black)

374-375 of Far Seeing (Blue)
376-377 of Far Seeing (Bluish)
378-379 of Far Seeing (Clear)
380 of Far Seeing (Copper)
381-382 of Far Seeing (Golden)
383-384 of Far Seeing (Gray)
385-386 of Far Seeing (Silver)
387-388 of Far Seeing (White)
389-390 of Flying
391 of Healing
392-393 of Healing II
394-395 Keoghtom's
396-397 of Mage Smelling
398-399 Poison
400-401 of Recovery
402 of Scar Removal
403-404 of Scarring
405-406 of Second Sight
407-408 of Soothing
409-410 Tanning
411-412 **Padriac's Portable Purveyor**
Perfumes
413-414 Aroma of Dreams
415 Curdled Death
416-417 Elyas
418-419 Essence of Darkness
420-421 Murdock's Insect Ward
422-423 Starella's Aphrodisiac
Philters
424-425 Aleese's of Overwhelming Love
426 of Beauty
427-428 of Drunkenness
429-430 of Drunkenness II
431-432 Durimal's Merry Blend
433-434 Durimal's Potent Draft
435-436 Durimal's Sovereign Tonic
437 of Glibness
438-439 of Love
440-441 of Persuasiveness
442-443 Quirks*
444-445 of Stammering and Stuttering
Pigments (Paints)
446-447 Bell's Palette of Identity
448 of Blackmoor (Red)
449-450 of Blackmoor (Blue)
451-452 of Blackmoor (Green)
453-454 of Blackmoor (Black)
455-456 of Blackmoor (White)
457-458 of Blackmoor (Brown)
459-460 of Longevity
461 Nolzur's Marvelous
462-463 Yellow Kohl
Potions
464-465 of Absorption
466-467 of Advanced Meditation
468-469 of Agility
470-471 of Ageing
472 of Alternate Profession
473-474 of Ambrosia
475-476 Amalgamous Type I
477-478 Amalgamous Type II
479-480 Amalgamous Type III
481-482 of Animal Control
483 Antidote
484-485 of Anti-Magic
486-487 Anti-Sleep
88-489 of Arcane Comprehension
90-491 of Archmagedom
92-493 of Black Sight
494 of Blending
495-496 of Blindness
497-498 of Bouncing
499-500 of Bubbles
501-502 of Chameleon Power
503-504 of Childishness
505-506 of Clairaudience
507 of Clairvoyance
508-509 of Clarity

510-511 Clay
512-513 Clean and Dry
514-515 Clearwater
516-517 of Climbing
518 of Controlling Damage
519-520 of Cold Resistance
521-522 of Confusion
523-524 of Contact Disruption
525-526 of the Corrosive Touch
527-528 of Craftsmanship
529 of Creation
530-531 of Cure Disease
532-533 of Curing Lycanthropy
534-535 of Danger Detection
536-537 Dark Draft of the Voodoo Masters
538-539 of Deafness
540 of Defense
541-542 of Deftness (Dex 17)
543-544 of Deftness (Dex 18)
545-546 of Deftness (Dex 19)
547-548 of Deftness (Dex 20)
549-550 of Deftness (Dex 21)
551-552 of Delusion
553 of Digestion
554-555 of Digging
556-557 of Diminution
558-559 of Direction
560-561 of the Dracolich
562-563 of Dragon Breath
564 of Amethyst Dragon Breath
565-566 of Black Dragon Breath
567-568 of Blue Dragon Breath
569-570 of Brass Dragon Breath
571-572 of Bronze Dragon Breath
573-574 of Brown Dragon Breath
575 of Cloud Dragon Breath
576-577 of Copper Dragon Breath
578-579 of Crystal Dragon Breath
580-581 of Deep Dragon Breath
582-583 of Emerald Dragon Breath
584-585 of Gold Dragon Breath
586 of Green Dragon Breath
587-588 of Mercury Dragon Breath
589-590 of Mist Dragon Breath
591-592 of Red Dragon Breath
593-594 of Sapphire Dragon Breath
595-596 of Shadow Dragon Breath
597-598 of Silver Dragon Breath
599 of Steel Dragon Breath
600-601 of Topaz Dragon Breath
602-603 of White Dragon Breath
604-605 of Yellow Dragon Breath
606-607 of Dragon Control
608-609 of Dragon Control II
610 of Dragon Control III
611-612 of Dragon Sight
613-614 Dragon's Blood
615-616 of Dreaming
617-618 of Dreamspeech
619-620 of Drunkenness
621 of Elasticity
622-623 of Elasticity II
624-625 of Elemental Control
626-627 of Elemental Form
628-629 of Enlightenment
630-631 of ESP
632 of Ethereality
633-636 of Explosions
637-638 Vial of Explosions
639-640 of Extra-Healing
641-642 of Fire Breath
643-644 of Fire Resistance
645 of Fire Vulnerability
646-647 of Fluidness
648-649 of Flying
650-651 of Forewarning
652-653 of Forgetfulness

Potions

654-655 of Forgetfulness II
656 of Fortitude
657-658 Foul Water
659-660 of Freedom
661-662 of Fresh Air
663-664 of Fright
665-666 of Frost Resistance
667 of Fur Growth
668-669 of Gaseous Form
670-671 of Genius
672-673 of Ghostliness
674-675 of Giant Control
676-677 of Giant Control II
678 of Giant Strength
679-680 Glitz & Klax's*
681-682 of Gluttony
683-684 of Golden Silence
685-686 of Good Humor
687-688 Gray Slumber
689-690 of Greensprouting
691 of Growth
692-693 of Healing
694-695 of Heroism
696-697 Horn of Plenty
698-699 of Housecat Control
700-701 of Human Control
702 Hummingbird Nectar
703-704 of Immunity
705-706 of Immunization From Lycanthropes
707-708 of Infravision
709-710 of Inner Strength
711-712 of Insulation
713 of Intensity
714-715 of Invisibility
716-717 of Invulnerability
718-719 of Iron Handedness
720-721 Istar's Truth
722-723 Kanzaz
724 Kur's Drink
725-726 of Language Learning
727-728 of Lethargy
729-730 of Levitation
731-732 of Lichdom
733-734 of Life Stealing
735-736 of Life Suspension
737 of Lightning Form
738-739 of Longevity
740-741 Love
742-743 of Luck
744-745 of Lycanthropy
746-747 Mage Wine
748 of Magic Blocking
749-750 of Magic Enhancement
751-752 of Magic Peas
753-754 of Magic Resistance
755-756 of Magic Resistance II
757-758 of Magic Shielding
759 of Magnetism
760-761 of Magnification
762-763 of Master Thievery
764-765 of Merging
766-767 of Metal Immunity
768-769 of the Midas Touch
770 of Mind Dampening
771-772 of Mind Focusing
773-774 of Mind Restoration
775-776 Mirage
777-778 of Mirrored Eyes
779-780 of Missile Protection
781-782 of Monster Creation
783 of Neutralization
784-785 of Noxious Resistance
786-787 of Nutrition
788-789 Odrovir
790-791 of Open Mind
792-793 of Opposite Alignment

794

795-796 of Perception
797-798 of Pestilence
799-800 of Petrification
801-802 Phase
803-804 of Plant Control
805 of Plant Growth
806-807 of Poison
808-809 of Poison Negation
810-811 of Polymorph Self
812-813 of Wizard Power
814-815 of Priest Power
816 of Rogue Power
817-818 of Warrior Power
819-820 Pox
821-822 of Protection from Immiscibility
823-824 of the Pseudo Treant
825-826 of Psionic Ability
827-828 Psionics Boosting (Gray)
829 Psionics Boosting (Green)
830-831 Psionics Boosting (Red)
832-833 Psionics Boosting (Silver)
834-835 Psionics Boosting (Violet)
836-837 Psionics Boosting (White)
838-839 Psionics Boosting (Yellow)
840 of the Psychotic Killer
841-842 of Pursuit
843-844 Quirks*
845-846 of Rage
847-848 of Rainbow Hues
849-850 of Recall
851 of Reflection
852-853 of Regeneration
854-855 of Regeneration II
856-857 of Rejuvenation
858-859 of Rest
860-861 of Restoration
862 of Resuscitation
863-864 of Reverse Ventriloquism
865-866 of Rogue Wisdom
867-868 of Safe Consumption
869-870 of Scent Neutralization
871-872 of Scrying
873-874 of Seeing
875 of Sensory Enhancement
876-877 of Shadow
878-879 of Sharp Eyes
880-881 of Sight
882-883 Singing
884-885 Skeletal
886 of Sleep Bestowing
887-888 of Sleep Breathing
889-890 Sleeping
891-892 of Sleepy Breath
893-894 of Snake Crawling
895-896 of Sobriety
897 of Soul-Chilling
898-899 of Speech
900-901 of Speed
902-903 of Spelljamming
904-905 of Spirit Binding
906-907 of Spirit Flight
908 of Stone Form
909-910 of Strength
911-912 of Superhealing
913-914 of Superheroism
915-916 of Superheroism II
917-918 of Superior Animal Control
919-920 of Superior Healing
921 of Sustenance
922-923 Sweet Water
924-925 of Swimming
926-927 Teleportation
928-929 of Thievery
930-931 of Thinness
932 Toad Skin
933-934 of Tongues
935-936 of Toughening

937-938 of Tragic Heroism
939-940 of Treasure Finding
941-942 of Truth
943 Truth Drug
944-945 of Ugliness
946-947 of the Undead
948-949 of Undead Control
950-951 of Underground Awareness
952-953 of Useful Appendages
954 of Vampirism
955-956 of Venom
957-958 of Ventriloquism
959-960 of Visions
961-962 of Vitality
963-964 Wallace's of Speedcasting
965-966 of Water Adventuring
967 of Water Breathing
968-969 of Water Breathing II
970-971 of Water Breathing III
972-973 of Water Movement
974-975 of Wizardry
976-977 of Worm Calling
978 Zak's of Invulnerability
979-980 Zombie Blood
981-982 Zombie Broth
Salves
983-984 of Far Seeing
985-986 of Healing
987-988 of Scar Removal
989 **Sea Dew**
990-991 **Sovereign Glue**
992-993 **Universal Solvent**
Water
994-995 Blessed
996-997 Golden
998-999 Holy
000 **Wine of Eternity**

Table B: Scrolls

Roll	Item Discovered
01-10	Enchanted Enhancements*
Papers	
11-20	of Forms
21-30	of Writing
Parchments	
31-40	of Looping
41-50	of Monster Holding
51-60	of Selective Reading
61-70	Self-Protecting
71-80	of Spell Stealing
Scrolls	
81-90	of Animal Growth
91-100	Ballant's
101-110	of Communication
111-120	of Creation
121-130	Curate's
131-140	Cursed
141-150	Cursed II
151-160	Cursed of Amber
161-170	of the Death Servant
171-180	of Delay
181-190	Domination
191-200	of the Efreiti
201-210	of Equipment
211-220	of Erasing
221-230	of Five Priest Spells
231-240	of Five Priest Spells II
241-250	of Five Wizard Spells
251-260	of Flame Magic
261-270	of Four Illusionist Spells
271-280	Glyph
281-290	of Ha Rahn
291-300	of Illumination
301-310	of Mapping
311-320	of Mapping II
321-330	of Mixed Priest Spheres Spells

Scrolls

331-340	Mondasso's Automated Spell
341-350	Nether
351-360	of Portals
361-370	Priest of Mixed Spheres
371-380	Priest of Mixed Spheres II
381-390	of Priest Spells
391-400	of Protection from Acid
401-410	of Protection from Air
411-420	of Protection from Baatezu
421-430	of Protection from Cold
431-440	of Protection from Divination
441-450	of Protection from Dragon Breath
451-460	of Protection from Earth
461-470	of Protection from Electricity
471-480	of Protection from Elementals
481-490	of Protection from Felines
491-500	of Protection from Fire
501-510	of Protection from Gas
511-520	of Protection from Genies
521-530	of Protection from Heat
531-540	of Protection from Illusions
541-550	of Protection from Lycanthropes
551-560	of Protection from Magic
561-570	of Magical Weapons Protection
571-580	of Nonmagical Weapons Protection
581-590	of Protection from Paralyzation
591-600	of Protection from Petrification
601-610	of Protection from Plants
611-620	of Protection from Poison
621-630	of Protection from Possession
631-640	of Protection from Shapechangers
641-650	of Protection from Spirits
651-660	of Protection from Tanar'ri
661-670	of Protection from Traps
671-680	of Protection from Mechanical Traps
681-690	of Protection from Magical Traps
691-700	of Protection from All Traps
701-710	of Protection from Undead
711-720	of Protection from Water
721-730	of Questioning
731-740	Quirks*
741-750	of Recovery
751-760	of Repetition
761-770	of Return
771-780	Rhialle's
781-790	Sand
791-800	Sea
801-810	of Seeing
811-820	of Seven Druid Spells
821-830	of Seven Wizard Spells
831-840	of Shelter
841-850	of Six Priest Spells
851-860	of Six Illusionist Spells
861-870	of Six Wizard Spells
871-880	of Six Wizard Spells II
881-890	Sorcerer's
891-900	of Spell Catching
901-910	of the Stellar Path
911-920	of the Stellar Path II
921-930	Suggestion
931-940	Tattoo
941-950	of Transmutation
951-960	of Trapping
961-970	of Truth
971-980	of Wind Magic
981-990	Wizard
991-000	of Wizards

04-07	Admundfort of Leadership
08-11	of Affliction
12-14	of Amasis
15-18	of Animal Control
19-22	Animal Friendship
23-25	Animal Magnetism
26-29	Annulment
30-33	Anything
34-36	of Apathy
37-40	of Appearance
41-44	of Aquatic Depth Location
45-47	of Arachnid Control
48-51	Armor of Eelix
52-55	of Armoring
56-59	of Avian Control
60-62	Awareness
63-66	Bard's
67-70	of Beauty
71-73	Berronar Truesilver's Silver
74-77	of Detect Lies
78-81	of Thief Negation
82-84	Bladeturning
85-88	Blink
89-92	Blinking
93-95	of Boccob
96-99	Bone
100-103	Browdow's of Weapon Harm
104-107	Burbul
108-110	of Bureaucratic Wizardry
111-114	of Cantrips
115-118	Cat's Eye
119-121	of Chameleon Power
122-125	of Cirulon
126-129	Cilidarius's of Wizardry
130-132	of Clairaudience
133-136	of Clear Thought
137-140	of Cloaked Wizardry and Invisibility
141-143	of Clumsiness
144-147	of the Comet
148-151	Command
152-154	of Continual Churning
155-158	of Contrariness
159-162	of Coolness
163-166	Corkitron's of Human Influence
167-169	of Courtly Etiquette
170-173	Crius
174-177	Cursed of the Great Kingdom
178-180	of Curses
181-184	Dalamar's of Healing
185-188	Dart
189-191	of Delusion
192-195	of Depetrification
196-199	of Disguise
200-202	of Distraction
203-206	of Dizziness
207-210	of Djinni Summoning
211-214	Draupnir
215-217	Draupnir II
218-221	of the Drow
222-225	of the Eagle
226-228	of the Ear
229-232	of Eelix
233-236	of Eelix II
237-239	of Elemental Adaptation
240-243	of Elemental Command
244-247	of Earth Command
248-250	of Air Command
251-254	of Fire Command
255-258	of Water Command
259-261	of Elemental Metamorphosis
262-265	of Energy
266-269	of ESP
270-273	of Faerie
274-276	Famulus
277-280	of Fashion
281-284	of Fearlessness

285-287	of Feather Falling
288-291	of Fire Resistance
292-295	of Fire Starting
296-298	of Flying
299-302	Flynn's of Fire
303-306	of Folly
307-309	of Fortitude
310-313	of Free Action
314-317	of Freedom
318-321	of Gargoyles
322-324	of Genie Summoning
325-328	of Glyphs
329-332	Gold Seal of Al-Kalim
333-335	Golden of Healing
336-339	Gordon's Magic
340-343	of the Grasshopper
344-346	Halaster's Teleportation
347-350	of Harmlessness
351-354	of Health
355-357	of the Hierophant
358-361	of the Earth Hierophant
362-365	of the Air Hierophant
366-369	of the Fire Hierophant
370-372	of the Water Hierophant
373-376	Hoinbee's of Truth
377-380	of Holiness
381-383	of the Holy Slayer
384-387	Horned
388-391	of Human Control
392-394	of Human Influence
395-398	of Human Influence
399-402	of Ice
403-405	of Icebolts
406-409	of Immunity
410-413	of Impersonation
414-416	of Infravision
417-420	of Infravision Negation
421-424	Intier's of Shooting Stars
425-428	of Invisibility
429-431	of Invisibility Negation
432-435	of Invulnerability
436-439	of Izumir
440-442	of Jasmine Odor
443-446	Jhessail's Silver
447-450	of Jolting
451-453	of Jumping
454-457	of Keys
458-461	of Kings
462-464	Laduguer's
465-468	of Languages
469-472	Lanolin's of Power
473-476	Lantern
477-479	of Life
480-483	of Life Protection
484-487	of Light
488-490	of Lighting
491-494	of Lighting Resistance
495-498	of Limited Telepathy
499-501	of Liquid Identification
502-505	of the Little People
506-509	of Lolth
510-512	of Lore
513-516	Lucky of the Wild Coast
517-520	of Lycanthropy
521-523	of Magic Detection
524-527	of Magic Resistance
528-531	of Mammal Control
532-535	of Many Wishes
536-538	of Marking
539-542	of Materialization
543-546	of Memory
547-549	Message
550-553	of Mind Shielding
554-557	Moodarvian of Sight
558-560	Moodarvian of Smell
561-564	Moodarvian of Sound
565-568	Moodarvian of Taste

Table C: Rings

Roll	Item Discovered
01-03	Enchanted Enhancements*

Rings		798-800	Samander's	228-242	of Death
569-571	Moodarvian of Touch	801-804	Saurian	243-257	Diplomacy of Furyondy
572-575	Mordmorgan's of Warmth	805-808	of Seeing	258-272	of Distortion
576-579	of Movement	809-811	Serten's Spell Immunity	273-287	Diviner of Life
580-583	Mud	812-815	of Servitude	288-303	of Divining
584-586	of Multiple Wishes	816-822	of Shapechanging	304-318	of Dominion
587-590	of Nature's Love	823-826	Sherry's, of Animal Friendship	319-333	of Electrification
591-594	of the Necromancer	827-830	Shield	334-348	of Elemental Fire
595-597	of Neutralization	831-833	of Shocking Grasp	349-363	of Entrapment
598-601	of the Nibelungen	834-837	of Shooting Stars	364-378	of Equestrians
602-605	of Night	838-841	of Silence	379-393	Excellent of Engineering
606-608	Noora's of Djinn Summoning	842-845	of Silence II	394-409	of Expeditious Transport
609-612	Nuggin's Cursed of Armoring	846-848	of Spellbattle	410-424	Extendable Hand of Enjoyment
613-616	of Oak	849-852	of Spell Eating	425-439	of Flailing
617-619	Onyx of Negative Plane	853-856	of Spell Holding	440-454	of Generalship
	Protection	857-859	of Spell Storing	455-469	of Glyph Creation
620-623	of Opposition	860-863	of Spell Turning	470-484	of Health
624-627	Orbus +1	864-867	of Stone	485-499	of Indestructibility
628-630	Orbus +2	868-870	of Strength	500-515	of Inertia
631-634	Orbus +3	871-874	of Survival	516-530	Iron of Parn
635-638	of Plant Control	875-878	of Sustenance	531-545	of Justice
639-642	of Plant Control II	879-881	of Sustenance II	546-560	of Leadership
643-645	of Plant Control III	882-885	of Swimming	561-575	Lightning
646-649	of Ice Paraelemental Command	886-889	Tasslehoff's Magic Mouse	576-590	of Lordly Might
650-653	of Ooze Paraelemental Command	890-892	of Telekinesis	591-606	Malice's of Reincarnation
	Command	893-896	of Teleportation	607-621	of Many Things
654-656	of Magma Paraelemental Command	897-900	Thal's of Mind Shielding	622-636	of Melting
	Command	901-904	of Three Wishes	637-651	Monadic Deva
657-660	of Smoke Paraelemental Command	905-907	of Three Witches	652-666	of the Monolith
	Command	908-911	of Thunder	667-681	of Onnwal
661-664	of Phantom Form	912-915	Tika's	682-696	of Orbs
665-667	of the Phoenix	916-918	of Tongues	697-712	of Parrying
668-671	of the Pomarj	919-922	of Trobriand	713-727	of Passage
672-675	of Projection	923-926	Throbbriand's Master of the	728-742	Quirks*
676-678	of Projection II		Scaladar	743-757	Ranike
679-682	of Protection	927-929	of Truth	758-772	of Rastinon
683-686	of Protection from Charming	930-933	of Truth II	773-787	of Resurrection
687-690	of Protection from the Elements	934-937	of Truthfulness	788-802	of Rulership
691-693	of Protection from Stone Guardians	938-940	of Truthlessness	803-818	of Security
	of Protection From Undead	941-944	of the Valiant	819-833	Segojan Earthcaller's
694-697	Pyros's of Spell Storing	945-948	of Vapors	834-848	of Singing
698-701	of Ash, Quasielemental Command	949-952	Varlo's of Feather Falling	849-863	of Smiting
702-704	Command	953-955	of the Vizier	864-878	of Smiting II
	of Dust, Quasielemental Command	956-959	of Warding	879-893	of Splendor
705-708	Command	960-963	of Stoneskin	894-909	of Terror
	of Lightning, Quasielemental Command	964-966	of Warmth	910-924	of Victory
709-712	Command	967-970	of Water Adaptation	925-939	of Weaponry
713-715	of Mineral, Quasielemental Command	971-974	of Water Walking	940-954	of Welkwood
	of Radiance, Quasielemental Command	975-977	of Water Walking II	955-969	Whisper's Lesser of Transportation
716-719	Command	978-981	of Weakness		Whisper's Greater of Transportation
	of Salts, Quasielemental Command	982-985	White Copper of Fire	970-984	of the Wyrms
720-723	Command	986-988	of Windwarding		
	of Steam, Quasielemental Command	989-992	of Winter		
724-726	Command	993-996	Wizzo's of Compulsions*		
	of Vacuum, Quasielemental Command	997-000	of X-Ray Vision		
727-730	Ring of Quick Action				
731-734	of Quickness				
735-738	Quirks*				
739-741	of the Ram				
742-745	of Randomness				
746-749	of Range Extension				
750-752	of Rapid Regeneration				
753-756	of Readiness				
757-760	of Regeneration				
761-763	of Remedies				
764-767	of Resistance				
768-771	of Resistance to Breath Weapons				
772-774	of Reversion				
775-778	of Reversion II				
779-782	of Reversion III				
783-785	of Rhyming				
786-789	Rocckoe's, of Bureaucratic Wizardry				
790-793	of Safety				
794-797					

Table D: Rods

Roll	Item Discovered
01-15	Enchanted Enhancements*
Moto Moto Rods	
16-30	of Beguiling
31-45	of Concealment
46-60	of Strength
61-75	of Thundering Compliance
Rods	
76-90	of Absorption
91-106	of the Aerdi Sea
107-121	of Alertness
122-136	Bampl's of Distortion
137-151	of Beguiling
152-166	Blackstick
167-181	of Blind Walking
182-188	of Building
189-197	of Cancellation
198-212	of Cancellation II
213-227	of Climbing

Table E: Staves

Roll	Item Discovered
01-07	Enchanted Enhancements*
Canes	
08-14	of Age
15-21	of Armament
22-28	of Blindness
29-35	of Detection
36-43	of Stiffness
44-50	Wemick's of Striking
Gaffs	
51-57	of Docking
58-64	of Gaffes
65-71	Gnomewrecker
72-79	Pharaoh's Crook
Staves	
80-86	of Air and Water
87-93	Alar Ch'Aranol's
94-100	of Aquatic Wizardry
101-107	Arctor's of Swarming Insects
108-115	Aric's of Power
116-122	of Battle

Staves

123-129	of Battle II
130-136	Blackstaff
137-143	Caduceus
144-150	of Caracanomos
151-158	Catstaff
159-165	Catstaff II
166-172	Centeotl's
173-179	of Cirulon
180-186	of Human influence
187-194	of Mammal/Animal Control
195-201	of Plant Control
202-208	of Commanding
209-215	of Conjuraton
216-222	of the Couatl
223-230	of Curing
231-237	of Curing II
238-244	Damh's
245-251	of Devotion
252-258	Dionysus's
259-266	of Disjoining
267-273	of Dispelling
274-280	of Displacement
281-287	of Divergence
288-294	Diviner of Life
295-301	Dolmar's of Withering
302-309	Druid
310-316	of the Druids
317-325	of an Element
326-334	of the Elements:Earth
335-343	of the Elements: Air
344-352	of the Elements: Fire
353-361	of the Elements: Water
362-373	of Ethereal Action
374-381	of the Fates
382-388	Fiend
389-395	of Flames
396-402	Fraz-Urb-Iuu's
403-409	of Fury
410-417	Geb's Quarterstaff
418-424	of Glyphs
425-431	of Gnatmarsh
432-438	of Harming
439-445	of Healing
446-452	of Hornwood
453-460	Idun's
461-467	Ixtlilton's
468-474	Jizo
475-481	of Kitsyrral
482-488	Kuan Yin's Quarterstaff
489-496	K'uei Hsing's
497-503	K'ung Fu-tzu's
504-510	Kura Okami's
511-517	Ky Trencha Ukang
518-524	Lao Tzu's
525-532	of the Magi
533-539	Magical Quarterstaff
540-546	of Magius
547-553	of Magius II
554-560	of the Magius
561-568	Meriadar's Quarterstaff
569-575	of Miracles
576-582	Mirandos's of Insect Command
583-589	of Mishakal
590-596	of Mishakal II
597-603	Monkey's
604-611	of the Moon glow
612-618	of the Necromancer
619-625	of Night
626-632	of the Ninja
633-639	Oberon's
640-647	of Oceans
648-654	O-Kuni-Nushi's
655-661	of Osiris
662-668	Osmal's of the Woodlands
669-675	Panzuril's Quarterstaff
676-683	Pharaoh's Ruling
684-690	of Power

691-697	of the Priest Kings
698-704	Quirks
705-711	of Rakat
712-719	Ranike
720-726	of Recording
727-733	Reptilla's of the Serpent
734-740	Rheddrian's
741-747	Rilantaver's
748-754	Rohalan
755-762	of the Sands
763-769	of Savona
770-776	of Scrivening
777-783	of the Sea
784-790	of the Serpent
791-798	Shang-ti's
799-805	Lesser of Shock
806-812	Greater of Shock
813-819	Shou Hsing's Walking Stick
820-826	of Silence
827-834	of Skulls
835-841	Skull-Staff of Hepmonaland
842-848	of Slinging
849-855	Snake
856-862	Snake II
863-869	of Spell Focusing
870-877	of Spheres
878-884	Staff-Mace
885-891	Staff-Spear
892-898	of Strking
899-905	of Striking and Curing
906-913	of Stunning
914-920	of Surprises
921-927	of Swarming Insects
928-934	Thoth's
935-941	of Thunder & Lightning
942-949	Ushas's
950-956	of Vision
957-963	War of Nyronid
964-970	of the White Well
971-977	of the Winds
978-985	of Withering
986-992	of Wizardry
993-000	of the Woodlands

Table F: Wands

Roll	Item Discovered
01-08	Enchanted Enhancements*
09-17	Almen's of Illumination
18-25	of Animal Location
26-34	of Animation
35-42	Anything
43-51	of Arc Lightning
52-59	of Armory
60-68	of Armory II
69-76	of Banishment
77-85	of Beauty and Ugliness
86-93	Bisselite of Peace
94-102	Bonewand
103-111	Buckler
112-119	of Burdening
120-128	of Cluny
129-136	of Cold
137-145	of Color
146-153	of Conjuraton
154-162	of Continual Light
163-170	of Corridors
171-179	Dalamar's of Lightning
180-187	Dark of the Sulhaut Mountains
188-196	of Darkness
197-204	of Death
205-213	of Defoliation
214-222	of Displacement
223-230	of Earth and Stone
231-239	of Element Transmogrification
240-247	of Enemy Detection
248-256	of Eyes

257-264	of Fear
265-273	of Feathers
274-281	Fire of Suloise
282-290	of Fire
291-298	of Fireballs
299-307	of Fireballs II
308-315	of Flame Extinguishing
316-324	of Fog
325-333	of Fog Control
334-341	of Force
342-350	of Freshness
351-358	of Frost
359-367	Gremlin
368-375	of Hammerblows
376-384	of Highfolk
385-392	of Ice Storms
393-401	of Illumination
402-409	of Illusion
410-418	Iron
419-427	Karelia's of Illusion
428-435	of Knock
436-444	of Light
445-452	of Lightening
453-461	of Lightning
462-469	of Lightning Bolts
470-478	of Lightning Bolts II
479-486	Lightwand with Ring
487-495	Lightwand without Ring
496-503	of Lloth
504-512	Mace/Wand of Lightning
513-520	of Magic Detection
521-529	of Magical Mirrors
530-538	of Magic Missiles
539-546	Meriadar's of Size Alteration
547-555	of Metal Command
556-563	of Metal Detection
564-572	of Metal and Mineral Detection
573-580	Mirynda's of Polymorphing
581-589	of Misplaced Objects
590-597	Mistletoe
598-606	Mystic
607-614	Nabil's of Magic Missiles
615-623	of Negation
624-631	Nidus' of Endless Repetition
632-640	of Obliteration
641-649	of Ochalar's Eye
650-657	Odin's Rune
658-666	of Orcus
667-674	Orgel's of Earth Passage
675-683	of Paralyzation
684-691	Phandore's of Fire
692-700	of Polymorphing
701-708	of Portraiture
709-717	of Prime Material Pocket
718-725	of Revealing
726-734	Robin Goodfellow's
735-742	Runestick
743-751	Rust
752-760	of Salt
761-768	Sathallarin's of Wonder
769-777	Scant of Storms
778-785	of Secret Door Detection
786-794	of Secret Door & Trap Detection
795-802	of Secret Door and Trap Location
803-811	of Size Alteration
812-819	of Sleep
820-828	of the Squid
829-836	of Steam and Vapor
837-845	of the Sun
846-854	of Teeth
855-862	Thithion's of Fire
863-871	Titania's
872-879	of Trap Detection
880-888	of the Underdark
889-896	of Viscid Globbs
897-905	of Warding
906-913	of Water-Finding

Wands	
914-922	of Whips
923-930	Witch
931-939	of Wonder
940-947	of Wonder II
948-956	of Wonder III
957-965	of Wonder IV
966-973	of Wonder V (Alternate)
974-982	of a Wonder
983-990	of Wondrousness
991-000	Yatil of Zooming

Table G: Books

A few of the names in this section are shortened to fit the format. These titles may easily be found by using the index or searching the section applying to that particular type book.

Roll	Item Discovered
01-03	Enchanted Enhancements*
Books	
04-07	of Binding Souls
08-10	Disks of Mishakal
11-14	Disks of Mishakal II
15-18	of the Enlightened Gods
19-21	of Exalted Deeds
22-25	of Golems
26-29	of Mystical Equations
30-32	of the Planes
43-36	Ravenloft Golem
37-40	Thuba's of Vile Darkness
41-43	of Twelve Seals
44-47	of Vile Darkness
48-50	Contracts of Nephthas
Librams	
51-54	Analect of Magic
55-58	of the Black Heart
59-61	Bocob's Blessed Book
62-65	Codex of the Infinite Planes
66-69	of Constructs
70-72	of Destruction
73-76	of Evaluation
77-80	of Gainful Conjuratoin
81-83	of Golems
84-87	Cursed of Golems
88-91	Gollum Constructkzion
92-94	Grimoire of Archaic Alchemy
95-98	of Identification
99-101	of Ineffable Damnation
102-105	of Keeping
106-109	of Lawful Good Legends
110-112	of Lawful Neutral Legends
113-116	of Lawful Evil Legends
117-120	of Neutral Good Legends
121-123	of Neutral Legends
124-127	of Neutral Evil Legends
128-131	of Chaotic Good Legends
132-134	of Chaotic Neutral Legends
135-138	of Chaotic Evil Legends
139-141	Libram of the Planes
142-145	Mhzentul's Runes
146-149	of Ravenloft Golems
150-152	of Recording
153-156	of Silver Magic
157-160	of Study (Charisma)
161-163	of Study (Constitution)
164-167	of Study (Dexterity)
168-171	of Study (Intelligence)
172-174	of Study (Strength)
175-178	of Study (Wisdom)
179-182	of Tedium
183-185	of Teleportation Arches
186-189	of Thoth
190-192	of Translation
193-196	of Twelve Seals

Manuals	
197-200	Grim Grimoire
201-203	of Puissant Skill at Arms
204-207	of Stealthy Pilfering
208-211	of Stratagems
Maps	
212-214	Dane's Version
215-218	of Distortion
219-222	of Illusions
223-225	of Illusions and Secret Doors
226-229	of Illusions and Traps
230-232	of Magic
233-236	of Magic and Illusions
237-240	of Magic and Secret Doors
241-243	of Magic and Traps
244-247	of Mapping
248-251	of Mapping and Illusions
252-254	of Mapping and Magic
255-258	of Mapping and Secret Doors
259-262	of Mapping and Traps
263-265	of Misleading
266-269	of Navigation
270-273	of Secret Doors
274-276	of Secret Doors and Traps
277-280	of Traps
Spellbooks	
281-283	The Alcaister
284-287	Alokkair's
288-291	Alterations of the Intrinsic
	Absolutes
292-294	Alterations of Tangibles
295-298	Ancient Cryptomancy
299-302	Anishta's
303-305	Arcanabula of Jume
306-309	Arcane Manipulations of
	Entourage
310-313	Arcane Puissance of Memory
314-316	Arcane Resistance of Dwarves
317-320	Architecture
321-323	Art of Communications and
	Sigils
324-327	Ashakar's
328-331	Aubavreer's Workbook
332-334	Avran Greenstrider's
335-338	Barrik's
339-342	Bashal's
343-345	Book of Bats
346-349	Bigby's
350-353	Book of Black Circles
354-356	Blessed Book of Cures
357-360	Book of the Blind
361-364	Bosero the Drunkard's
365-367	Bowgentle's Book
368-371	Bricks of the Spiritual
	Fortification
372-374	Briel's Book of Shadows
375-378	Book of the Bright Ages
379-382	Brother Richard the Flying
	Monk's
383-385	Spellbook of Cabalistic Pro-
	tections
386-389	Caddelyn's Workbook
390-393	Chambeeelon
394-396	Chief Shaman's Spellbook
397-400	Book of Clouds and Fog
401-404	Collapsing Spellbook
405-407	Components of Phosphorus
408-411	Cosmogony of Magnetic Fluids
412-414	Book of the Covenant
415-418	Creation and Modification of
	Matter
419-422	Cudzu's
423-425	Cursed Tome
426-429	Daimos's
430-433	Book of the Dark Ages
434-436	Dark Sides of the Memory
437-440	Deep Fears of Humanity
441-444	Detho's Libram

445-447	Displacements and Modeling
448-451	Dissimulation and Obscuration
452-455	Doors and Passages Parallel
	Worlds
456-458	Dylan Longbranch's Spellbook
459-462	Echo & Resonance of Great Void
463-465	Epic Saga of the Great
	Conjurers
466-469	Evolution of Arcane Will
470-473	Exalted Book of Ethnic Humor
474-476	Extreme Powers of Observation
477-480	Eyes Vision and Arcane Sight
481-484	Fiendomicon of Iggywily
485-487	Forgotten Arts Oratory
	Magnetism
488-491	Foundations of Secret Authority
492-495	Galadaster's Orizon
496-498	Gazette of the Norse Climates
499-502	Glandar's Grimoire
503-505	Glanvyl's Workbook
506-509	Glyph Spellbooks
510-513	Great Paraviseal Emanations
514-516	Hand of Helm
517-520	History of Evil Mages
	Apprentices
521-524	History of Good Mages
	Apprentices
525-527	Book of Hopeful Deeds
528-531	Idioms & Rare Cryptographs
532-535	Inexplicable Reflections
536-538	Influence on Solid Corpus
539-542	Influences and Suggestions
543-546	Intelligence Intuitive
	Domination
547-549	Irid Newleaf's
550-553	Jaluster's Orizon
554-556	Korr's Book of Infinite Spells
557-560	Laeral's Libram
561-564	Laeyndr's Book of
	Metamorphoses
565-567	Lareth's
568-571	of Lathintel
572-575	Legendary of Great Arms
576-578	Legendary of Phantoms and
	Ghosts
579-582	Lexicon of Spirits
583-586	Life of Nature Its Secrets
587-589	Lord Yaras's
590-593	Lore of Fiendkind
594-596	Lore of Subtle Communication
597-600	Luminescence and Coloration
601-604	Mad Dog of the Desert's
605-607	of a Magic-User
608-611	The Magister
612-615	Magnetic and Electric Waves
616-618	Manor's Manual of Sight
619-622	Manual of Powers Beyond Life
623-626	Mental Impressions of the
	Retina
627-629	Minds of The Unknown
630-633	Mordenkainen's Spellbook
634-637	Multiple Application
	Perceptomancy
638-640	Mylsibis's Codex of
	Contention
641-644	Nathlum
645-647	Nchaser's Elyromancia
648-651	Nonsubstance Encyclopaedia
652-655	Book of Num the Mad
656-658	Oerthagik
659-662	Occult Magnetism
663-666	Occult Observations on Fluids
667-669	Ordinary Necromancy
670-673	Origins of Hour Glass
	Symbology
674-677	Orjalun's Arbatel
678-680	Peregrin's Treatise on Fixed
	Portals

Spellbooks

681-684	Planes of Antimatter
685-687	Poison Pages*
688-691	Powers of the Spiritual Will
692-695	Raistlin's
696-698	Raistlin's II
699-702	of Rathdaen
703-706	Red Book of War
707-709	Repertoire of Illustrious
710-713	Repertoire of Subconscious
714-717	Representations of Sentient Plane
718-720	Riggby's
721-724	Runes of Norzakh
725-728	Runes of Possession*
729-731	Sabirine's Specular
732-735	Scalamagdrion
736-738	Science of Metaenchantment I
739-742	Science of Metaenchantment II
743-746	Selvar's Ineffable Conjurations
747-749	Sakatha's
750-753	Serpin Lexicon
754-757	Senshock's
758-760	Serinda's
761-764	Seven Skies of The Universe
765-768	Shadowtome
769-771	Shandaril's Workbook
772-775	Spellbook of Shangalar the Black
776-778	Book of the Sighted
779-782	Book of the Silver Talon
783-786	Sir Celedon Kierney's
787-789	Sir Olwyn Forestfriend's
790-793	Slack's Seamless
794-797	Spells Written in Code*
798-800	Spherogenesis of the Multiverses
801-804	Studies on the Fourth Dimension
805-808	Subconscious Repercussions
809-811	Sublimated Oneiromancy
812-815	Sulphur Influence and Actions
816-819	Tale el Hareidhin's
820-822	Tasso's Arcanabula
823-826	Tharadodus's
827-829	Thesis on Conditional Ruptures
830-833	Theories on Converging Transitions
834-837	Theory of the Invisible Forces
838-840	Theory of Occult Visual Shock
841-844	Theories on Perception
845-848	Book of Thorns
849-851	Book of Time
852-855	Tomorast's
856-859	Trance of the Intellect
860-862	Transcendental Impenetrabilities
863-866	Tymessul's Enchiridion of Travel
867-869	Book of Unicorns
870-873	Unique Mageries
874-877	Universal Astronomy
878-880	Unknown Movements of Universe
881-884	Vaerendroon's Ineffable Enchants
885-888	Vampire Book*
889-891	Variations on the Visual Perception
892-895	Weapons of the Ether
896-899	White's Codicil
900-902	Wizard's Workbook
903-906	Wyvernwater Circle
Tomes	
907-910	of Bodily Health
911-913	Canon of Changes
914-917	Canon of Changes II
918-920	of Clear Thought
921-924	of Dogmatic Methods

925-928	of Dogmatic Methods II
929-931	E'soa Ho-chi
932-935	of the Fool
936-939	of Gainful Exercise
940-942	of Garden Flowers
943-946	of Glowing Pages*
947-950	of Hopeful Deeds
951-953	of Hopeless Deeds
954-957	of Humorous Perspective
958-960	of Immoral Sanity
961-964	of Infinite Spells
965-968	Juia Lo'tanu
969-971	of Leadership and Influence
972-975	of Psionic Interaction
976-979	of Quickness of Action
980-982	of Sainly Sanity
983-986	of Seven Fingers
987-991	of Understanding
992-995	Vacuous Grimoire
996-000	Trimia's Catalogue of Artifacts

Table H: Gems and Jewelry

Roll 01	Item Discovered
Amulets	Enchanted Enhancements*
02-03	of the Abyss
04-05	Against ESP & Crystal Balls
06-07	Against Disease
08-09	of Amiability
10-11	of Arachnid Control
12-13	Silver of the Beast
14-15	Ivory of the Beast
16-17	of the Cairn Hills
18-19	Cartographer's
20-21	of Caterpillar Control
22-23	of Charm Resistance
24-25	of Charming
26-27	of Cheetah Speed
28-29	of Communication
30-31	of Dragon Warding
32-33	of Dramatic Death
34-35	Draskilion's of Life
36-37	of Elemental Command
38-39	of Emotions
40-41	of Extension
42-43	of Far Reaching
44-45	Fiend
46-47	of Finding
48-49	Furyondy's
50	of the Golden Collar
51-52	Greenstone
53-54	Hands of the Healing Spirit
55-56	Hardwater
57-58	Health
59-60	Cursed Health
61-62	of the Hero
63-64	of Holy Turning
65-66	of Hunting
67-68	Cursed of Hunting
69-70	of Immunity to Charm
71-72	of Inescapable Location
73-74	of Insect Repellency
75-76	Kaleen's Undead Stone
77-78	of Lathander
79-80	of Leadership
81-82	of Life Protection
83-84	of Magic Resistance
85-86	of Metaspell Influence
87-88	of Neutrality
89-90	Noseeum
91-92	Orcish
93-94	Cursed Orcish
95-96	Palm Sign
97-98	of the Papyrus Scepter
99	of Perpetual Youth

100-101	of Perpetual Youth and Inexperience
102-103	Phelthong's
104-105	of the Planes
106-107	of Power
108-109	of Proof vs. Detection and Location
110-111	of Protection
112-113	of Protection vs. Alignment Change
114-115	of Protection vs. Crystal Balls
116-117	of Protection from Good
118-119	of Protection from Sleep
120-121	of Protection from Turning
122-123	of Psionic Interference
124-125	of Psionic Reflection
126-127	of Psychic Protection
128-129	of Recall
130-131	Shakti
132-133	Shell of Protection from Sharks
134-135	Shield
136-137	of Sleeplessness
138-139	of Spinecastle
140-141	of the Spirit
142-143	Thet of Pthah
144-145	of Timekeeping
146-147	of Transformation
148	Two Fingers
149-150	of Undersea Friendship
151-152	of Vadarin
153-154	Vulture
155-156	of Weakening
Ankhs	
157-158	of Life
159-160	Nithian (Ixion)
161-162	Nithian (Kagyar)
163-164	Nithian (Pflarr)
165-166	Nithian (Rathanos)
167-168	Nithian (Valerias)
169-170	of Power
171-172	Ra's
173-174	True
Badges	
175-176	of Freedom
177-178	of Monster Control
Bracelets	
79-180	of Charms
181-182	Copper
183-184	Dalamar's
185-186	Equus
187-188	of Hog-Tying
189-190	Ivy
191-192	Medegian of Lost Ships
193-194	Ivy of Scaly Command
195-196	Ivy of Wishes
Brooches	
197	Abbor Alz's of Warning
198-199	of Begoin
200-201	of Bones
202-203	Equus
204-205	of Falling
206-207	of Imog
208-209	of Imog II
210-211	Lunar
212-213	of Number Numbing
214-215	of Obsidian Shattering
216-217	Pin of Communication
218-219	of Shielding
Cameos	
220-221	of Appearance
222-223	Equus
224-225	of Incompetence
Charms	
226-227	of Boot Restoration
228-229	of Distraction
230-231	of Favor
232-233	Hunting

- Charms**
 234-235 Luck
 236-237 of Open Doors
 238-239 of Pest Protection
 240-241 of Protection from Disease
 242-243 of Protection from Fire
 244-245 of Protection from Spirits
 246 of Protection from Theft
 247-248 Rabbit's Foot
 249-250 of Resource
 251-252 of Sympathetic Heating
 253-254 Tree Climbing
 255-256 Wolfspaw
- Crowns**
 257-258 Black of Aerdy
 259-260 of Blackmoor
 261-262 of Corruption
 263-264 Dark
 265-266 Emperor's
 267-268 Hooded
 269-270 of Imperium
 271-272 Iron of the Bandit Kingdom
 273-274 of Leadership
 275-276 Normal Naga
 277-278 Altering Naga
 279-280 Teleporting Naga
 281-282 of Rulership
 283-284 Scorpion
 285-286 Silver of Veluna
 287-288 Sorona
 289-290 of Souls
 291-292 of Souls II
 293-294 of Stars
 295 of the Stars
 296-297 of Summation
 298-299 of the Unicorns
 300-301 Velvet
 302-303 of the Void
 304-305 of Yarus
- Crystals**
 306-307 Abelaat
 308-309 of Awareness
 310-311 of Death Scribing
 312-313 of the Ebon Flame
 314-315 Phasing
 316-317 Signaling
- Earrings**
 318-319 of Alignment Detection
 320-321 of Burrowing
 322-323 of Defense
 324-325 Equus
 326-327 of Paralysis
 328-329 of Protection
 330-331 of the Sea
 332-333 of Seamanship
 334-335 of Understanding
 336-337 **Eidolon of Khalk'Ru**
- Eyes**
 338-339 of Accuracy
 340-341 of Arik
 342-343 Assassin's
 344 Beady
 345-346 Black Opal
 347-348 Black Opal II
 349-350 of Cegilune's Hag
 351-352 of Charming
 353-354 of Donoagi
 355-356 Dragon's
 357-358 of the Eagle
 359-360 of the Immortals
 361-362 of Infravision
 363-364 of Leviathan
 365-366 of the Leviathan
 367-368 Magical
 369-370 Mellifleur's Left Gem
 371-372 Mellifleur's Right Gem
 373-374 of Minute Seeing
 375-376 of Night
- 377-378 of Petrification
 379-380 of Traldar
 381-382 of Vecna
 383-384 Winking
- Eyeglasses**
 385-386 of Arcanist
 387-388 of Arcanist II
 389-390 of Arcanist III
 391-392 of Enhanced Vision
 393 of Sight
 394-395 of True Seeing
 396-397 **Eyepatch of Tenh**
- Gems**
 398-399 of Atonement
 400-401 Bimbomushi
 402-403 of Brightness
 404-405 Bupu's Emerald
 406-407 Blue Cindergem
 408-409 Green Cindergem
 410-411 Indigo Cindergem
 412-413 Orange Cindergem
 414-415 Violet Cindergem
 416-417 Yellow Cindergem
 418-419 of Curing
 420-421 of Delusion
 422-423 Clear of Detection
 424-425 Deep Red of Detection
 426-427 Pale Blue of Detection
 428-429 Pale Green of Detection
 430-431 Pale Lavender of Detection
 432-433 Pearly White of Detection
 434-435 Pink and Green of Detection
 436-437 Pink of Detection
 438-439 Scarlet and Blue of Detection
 440-441 Vibrant Purple Prism of
 Detection
 442 of Drusion
 443-444 Elvenstar
 445-446 Fire
 447-448 of Foresight
 449-450 Gamalon's of Infravision
 451-452 of Ideas
 453-454 of Income
 455-456 of Insight
 457-458 Ionian Master
 459-460 Ionian Normal
 461-462 Jewel of Attacks
 463-464 Jewel of Attacks Upon the
 Owner
 465-466 Jewel of Flawlessness
 467-468 Jewel of Neverwinter
 469-470 Jewel of Obsession
 471-472 Karathoth's Jewel
 473-474 Karma
 475-476 of Life
 477-478 of Magic Missile Protection
 479-480 of Musing
 481-482 Nightjewel
 483-484 Opal of Olfactory Illusion
 485-486 of Protection
 487-488 Purple of the Vesse Forest
 489-490 of Retaliation
 491 of Returning
 492-493 of Scroll Reading
 494-495 of Seeing
 496-497 of Shielding
 498-499 Soul
 500-501 Khan-Pelar Star
 502-503 Mo-Pelar Star
 504-505 Shah-Pelar Star
 506-507 of Wishes
- Goggles**
 518-519 of Underwater Sight
 520-521 Troppenribb's
- Hearts**
 522-523 Beating
 524-525 Chicken
 526-527 of Hearing
 528-529 Iron
 530-531 of Kazgaroth
 532-533 Lion
 534-535 Royal
 536-537 Shekinester's Crystalline
 538-539 of Stone
- Holy Symbols**
 540 of Greyhawk
 541-542 Larmacian
 543-544 Celestian's
 545-546 Fharlanghn's
 547-548 Lathander's
 549-550 Paladine's
 551-552 Silvanus's
 553-554 of Ravenkind
 555-556 of Ravenkind II
- Icons**
 557-558 of Chemosh
 559-560 of the Raven
 561-562 of Truth
 563-564 of Truth II
 565-566 **Iron Pin of the Icy Sea**
 567-568 **Jacinth of Inestimable**
Beauty
Kura the Darkness
- Leaves**
 569-570 Book
 571-572 of Colors
 573-574 of Crumbling
 575-576 Enchanted
 577-578 of Convik Tree
 579-580 of His Tree
 581-582 of Kemis Tree
 583-584 of Mis Tree
 585-586 of Pajon Tree
 587-588 of Falling
 589 New
 590-591 of Warmth
- Lenses**
 592-593 of Activity Detection
 594-595 of Blinding
 596-597 of Charming
 598-599 of Detection
 600-601 of the Eagle
 602-603 Eye of the Eagle
 604-605 Evelyn's of Speedreading
 606-607 of Far Seeing
 608-609 of Lighting
 610-611 of Minute Seeing
 612-613 of Petrification
 614-615 of Petrification II
 616-617 of Reflection
 618-619 of Remote Viewing
 620-621 of Seeing
 622-623 of Speed Reading
 624-625 of Subtitles
 626-627 of Transformation
 628-629 of Ultravision
 630-631 of Valuation
- Locketts**
 632-633 of the Great Kingdom
 634-635 of Love
 636-637 of Natasha
 638
- Medallions**
 639-640 of the Arctic
 641-642 of Defense
 643-644 of Empathy
 645-646 Equus
 647-648 of ESP
 649-650 of EST
 651-652 of Faith

Medallions

- 653-654 Holy of Almor
 655-656 Locke's of Thought Projection
 657-658 of Malog
 659-660 of the Mirror
 661-662 of Missile Attraction
 663-664 Pax's of Spell Exchange
 665-666 of Projection
 667-668 Soulsearcher
 669-670 Soulsearcher II
 671-672 Species Enemy
 673-674 of Spell Exchange
 675-676 Star of Celene
 677-678 of Steadiness
 679-680 of Thought Projection
 681-682 of Time
 683-684 Tusmit's Battle Crescent
 685-686 **Medicine Bundle**

Monocles

- 687 Fire-Eye
 688-689 of Magic

Necklaces

- 690-691 of Adaptation
 692-693 of Air Breathing
 694-695 of Almor
 696-697 of Alteration
 698-699 of Bad Taste
 700-701 Cosette's
 702-703 of Elegance
 704-705 Frigga's Black Opal
 706-707 Glittering
 708-709 of Greed
 710-711 of Harmonia
 712-713 of Lilith
 714-715 Marv's of Memory
 Displacement
 716-717 of Memory Enhancement
 718-719 of Missiles
 720-721 of Mystic Eidolons
 722-723 of Night Seeing
 724-725 Noj's of Not-so-Smart
 Missiles
 726-727 of Petrification
 728-729 of Prayer Beads
 730-731 of Protection +1
 732-733 of Protection +2
 734-735 of Protection Against Charm
 736 Snake
 737-738 of Strangling
 739-740 of Strangulation
 741-742 Syranita's Opal
 743-744 of Ugliness
 745-746 Vergadain's
 747-748 of Water Breathing

Pearls

- 749-750 Black
 751-752 Dragon
 753-754 of the Ebbing Tide
 755-756 of Entrancement
 757-758 of Flying
 759-760 Giant Black
 761-762 Gold
 763-764 Kathena's of Wisdom
 765-766 of Power
 767-768 of Power II
 769-770 of Protection from Fire
 771-772 Red
 773-774 of the Rising Tide
 775-776 Serpent Spirit
 777-778 of the Sirines
 779-780 Storm Rider's
 781-782 Traveler's
 783-784 of Ultimate Wisdom
 785 of Wisdom
 786-787 Cursed of Wisdom

Pendants

- 788-789 Equus
 790-791 Rahasia's

Periapts

- 792-793 of Foul Rotting
 794-795 of Health
 796-797 of Proof Against Poison
 798-799 of Proof Against Sound
 800-801 of Prophecy Protection
 802-803 of Protection vs. Vampiric
 Ixitxachitl
 804-805 of Wound Closure
Phylacteries
 806-807 of Bravery
 808-809 of Faithfulness
 810-811 Haroitem's of Faithfulness
 12-813 of Long Years
 814-815 of Monstrous Attention
 816-817 of Righteousness

Prisms

- 818-819 of Distraction
 820-821 of Greyhawk
 822-823 of Kushk
 824-825 of Light Splitting
 826-827 Sim's of Light Splitting
Psychometron of Nerad

Scarabs

- 830-831 Benson's of Uncertain
 Friendship
 832-833 of Death
 834 of Deception
 835-836 of Enraging Enemies
 837-838 Equus
 839-840 of Golem Protection
 841-842 of Insanity
 843-844 of Life
 845-846 Mark's of Protection
 847-848 Mazrikoth's of Death
 849-850 Mortos's Golem
 851-852 of Pest Protection
 853-854 of Protection
 855-856 of Protection II
 857-858 Cursed of Protection II
 859-860 of Uncertainty
 861-862 of Venom

Scepters

- 863-864 Blast
 865-866 of Defense
 867-868 of Entrapment
 869-870 of the Forgotten City
 871-872 Jade of Defending
 873-874 Jade of Defending II
 875-876 of Life
 877-878 of Light
 879-880 Plague
 881-882 of Power
 883 of Truth

Scopes

- 884-885 of Celestial Analysis
 886-887 Red Air Quality Lens
 888-889 Yellow Ambient Temperature
 Lens
 890-891 Blue Sentient Life Lens
 892-893 of Seeing
 894-895 **Shard of Shielding**
 896-897 **Spyglass**
 898-899 **Star of the Bright Desert**

Talismans

- 900-901 Badger Beast
 902-903 Brown Bear Beast
 904-905 Deer Beast
 906-907 Eagle Beast
 908-909 Lynx Beast
 910-911 Porcupine Beast
 912-913 Skunk Beast
 914-915 Wolf Beast
 916-917 of the Beast
 918-919 of Chaos Supreme
 920-921 of the Chimera
 922-923 of the Cockatrice
 924-925 of Dreams

- 926-927 of Elemental Travel
 928-929 of the Faerie
 930-931 Fiend
 932 Fiend II
 933-934 Fire Pepper
 935-936 of the Amber Golem
 937-938 of the Bone Golem
 939-940 of the Bronze Golem
 941-942 of the Obsidian Golem
 943-944 of the Wood Golem
 945-946 of the Griffon
 947-948 Hwesta's of Memorization
 949-950 of Lawfulness
 951-952 Medicine Bundle
 953-954 of Memorization
 955-956 Mire
 957-958 Modified of Zagy
 959-960 Monkey Head
 961-962 of Orcus
 963-964 of Pure Good
 965-966 of Rahasia
 967-968 Sacred Bundle
 969-970 of the Sphere
 971-972 of the Crystal Statue
 973-974 of the Iron Statue
 975-976 of the Rock Statue
 977-978 of Tongues
 979-980 of Ultimate Evil
 981 of Zagy
Torcs
 982-983 Belenus's
 984-985 of Craftsmanship
 986-987 of the Goddess
 988-989 of the Gods
 990-991 of the Gods II
 992-993 of the Gods III
 994-995 of the Gods at the Tor
 996-997 of Stability
 998-000 **Vainamoinen's Tear**

Table I: Clothing

Roll	Item Discovered
01-06	Enchanted Enhancements*
Capes	
07-12	of Disguise
13-18	of Good Hope
19-24	of the Hornet
25-30	of Horns
31-36	Iuz's
37-42	of Protection
43-48	of Reeking
49-54	Shadow
55-60	Chaplet of Creature Recognition
Cloaks	
61-66	of Appearance
67-73	of Arachnida
74-79	Artemus's of Displacement
80-85	Atmospheric
86-91	Baravar Cloakshadow's
92-97	of the Bat
98-103	Battle
104-109	Bear of the Sulhaut Mountains
110-115	of the Beguiler
116-121	of Blackflame
122-127	Bolder's of the Rogue
128-133	Chameleon
134-140	Changeling
141-146	Cheetah of Amedio
147-152	of the Clouds
153-158	of Comfort
159-164	of Delight
165-170	Displacer
171-176	of Displacement
177-182	Black Dragon
183-188	Blue Dragon
189-194	Brass Dragon

Cloaks		Gowns		30-35	
195-200	Bronze Dragon	640-645	Loriell's	36-41	of Sinking
201-207	Copper Dragon	646-651	Sehanine's	42-47	of Sure Footing
208-213	Gold Dragon	652-657	Nemean Lion Skin		of Walking
214-219	Green Dragon	Robes		Armbands	
220-225	Red Dragon	658-663	Aba of the Desert	48-52	of Comfort of Sleep
226-231	Silver Dragon	664-669	Aba of Displacement	53-58	of Death
232-237	White Dragon	670-675	Aba of Protection	59-64	of Healing
238-243	of Echoes	676-682	Evil of the Archmagi	65-70	of Salutation
244-249	Elven	683-688	Good of the Archmagi	71-76	of Snake Changing
250-255	Elven II	689-694	Neutral of the Archmagi	77-82	of Strength
256-261	of Elvenkind	695-700	of Blending III	83-88	Trueheart's Warding
262-267	of Etherealness	701-706	Caftan of Protection	89-94	of Variable Strength
268-274	Fangs	707-712	Diirinka's	Bands	
275-280	Firebane	713-718	of Drying	95-99	of the Arachnid
281-286	of Flame	719-724	of Eyes	100-105	of Bird Restraint
287-292	Gargoyle	725-730	Ghastrobe	106-111	of Denial
293-298	Guarding	731-736	of Holding	112-117	Familiar Protection
299-304	of Healing	737-742	H'Veyk's of Immediate Access		Enhancement
305-310	of the Hellfurnaces	743-749	Jellaba of Concealment	118-123	Iron of Bilarro
311-316	Kaldair Swiftfoot's	750-755	Jellaba of Eyes	124-129	of Might
317-322	KalnaKaa's Black	756-761	Jellaba of Scintillating Colors	130-135	of the Serpent
323-328	of Lathandar	762-767	Kaftan of Ogrishness	Boots	
329-334	of Lordliness	768-773	Marion's of Blending	136-141	of Attraction
335-341	of the Manta Ray	774-779	Mellifleur's of Stars	142-147	of Balance
342-347	of the Manta Ray II	780-785	of Powerlessness	148-152	of Carrying
348-353	Mantle of Celestian	786-791	of Protection	153-158	of Cleanliness
354-359	Mantle of Mist	792-797	of Repetition	159-164	of Cloudwalking
360-365	Mantle of the Mundane	798-803	Rock	165-170	of Comfort
366-371	of Many Colors	804-809	of Scintillating Color	171-176	of Concealing
372-377	Midnight Slasher's	810-816	of Scintillating Colors	177-182	Cyria's Winged
378-383	Mummy's Cloak	817-822	of Serration	183-188	of Dancing
384-389	of the One Plume	823-828	of Stars	189-194	Deceptor's
390-395	of Passage	829-834	Stone	195-199	Elven
396-401	of Plenty	835-840	Sulmish of Magical	200-205	Elven II
402-408	of Poisonousness		Enhancement	206-211	of Elvenkind
409-414	of Protection	841-846	Tvashtri's Golden	212-217	of Feather Falling
415-420	of Reflection	847-852	of Useful Items	218-223	Featherweight
421-426	Rhun's Horned	853-858	of Useful Items II	224-229	of Gentle Thievery
427-432	Shadowcloak	859-864	of Useless Items	230-235	of Gentle Thievery II
433-438	Shaman's Mantle	865-870	of Vanishing	236-241	of Jogging
439-444	of the Shield	871-876	of Veluna	242-246	of Levitation
445-450	of Stars Type I	877-883	of Vermin	247-252	Loki's
451-456	of Stars Type II	884-889	of Warmth	253-258	Midnight Slasher's
457-462	of Stars Type III	890-895	Wizard's	259-264	Moccasins of Free Movement
463-468	of Strength	896-901	Yama's	265-270	of the North
469-475	Sumpko's Mantle	Shirts		271-276	of Pinching
476-481	of Survival	902-907	War (AC 1)	277-282	Runjoye's Winged
482-487	of Symbiotic Protection	908-913	War (AC 2)	283-288	Shalandain's of Starstriding
488-493	Tiger of Chalyik	914-919	War (AC 3)	289-294	of Speed
494-499	Theodolus's of Arachnida	920-925	War (AC 4)	295-299	Spider's of Stealth
500-505	of Warmth	926-931	War (AC 5)	300-305	of Star Striding
506-511	of Weather	932-937	War (AC 6)	306-311	of Stomping
512-517	Wings of the Rakers	Stockings		312-317	of Striding and Springing
518-523	White of Charming	938-943	of Elf Summoning	318-323	of Tracks
524-529	Wolf of Wegwiur	944-950	of Mystery	324-329	of Traveling and Leaping
530-535	Zinzerena's	951-956	Tabard of the Mystics	330-335	of Varied Tracks
Cloth		Tunics		336-341	Winged
536-542	of Cleanliness	957-962	of Glory	Bracers	
543-548	Merchant's	963-968	Wizard's	342-346	of Archery
549-554	of Perfect Fit	969-974	Veil of X-ray Vision	347-352	of Attraction
555-560	of Polishing	Vests		353-358	of Blasting
561-566	of Polishing II	975-980	of Attraction	359-364	of the Blinding Strike
567-572	Shekinester's	981-986	of Missile Protection	365-370	of Brachiation
573-578	Steel	Vestments		371-376	of Brandishing
Coats		987-992	Greater of Power	377-382	of Cleanliness
579-584	Fare's of Protection	993-000	Lesser of Power	383-388	of Defense
585-590	Invulnerable of Arn			389-393	of Defenselessness
591-596	Invulnerable of Arnd			394-399	of Deflection
597-602	of the Seas			400-405	of Invulnerability
Dresses		Table J: Boots, Gloves, and Accessories			
603-609	of Amazement	Roll	Item Discovered	406-411	of the Mermen
610-615	of Protection	01-05	Enchanted Enhancements*	412-417	Noj's of Brandishing
Furs		Anklets		418-423	Phandoorl's
616-621	Anagakok	06-11	Equus	Claws	
622-627	of Elsewhere	12-17	of Growth	424-429	of Magic Stealing
628-633	of Warmth	18-23	of Hobbling	430-435	of Neznam
634-639	Zambi's of Warmth	24-29	of Levitation	436-441	Noj's of Magic Exchange
				442-446	Talon of the Danse Macabre
				447-452	Talon of Zaltec

Claws
 453-458 Twisted
 459-464 Cleats of Gripping
Collars
 465-470 of Change
 471-476 of Charisma
 477-482 of Disguise
 483-488 of Protection
 489-493 of Stiffness
 494-499 of Strangling
 500-505 of Tusmit
 506-511 Wolf
Gauntlets
 512-517 Claw of the Bear
 518-523 Clawed
 524-529 Climbing
 530-535 of Dexterity
 536-540 of Dexterity II
 541-546 of Entrapment
 547-552 Fire Claws
 553-558 Fjalar's
 559-564 of Fumbling
 565-570 Glim-Gauntlet
 571-576 Hand of Remote Action
 577-582 of Heat
 583-588 of Holding
 589-593 Iron of Urnst
 594-599 of Might
 600-605 of Moander
 606-611 of Ogre Power
 612-617 of Ogre Power II
 618-623 of Polishing
 624-629 of Proficiency
 630-635 Razor Claws of Chakyik
 636-640 of Specialization
 641-646 of Sticking
 647-652 of Super Strength
 653-658 of Swimming and Climbing
 659-664 of Tamus
 665-670 of the Valorous
Gloves
 671-676 Black Hand
 677-682 Claws of Raking
 683-687 Cosmetology
 688-693 of Evasion
 694-699 of the Feline (LG)
 700-705 of the Feline (LN)
 706-711 of the Feline (LE)
 712-717 of the Feline (NG)
 718-723 of the Feline (N)
 724-729 of the Feline (NE)
 730-735 of the Feline (CG)
 736-740 of the Feline (CN)
 741-746 of the Feline (CE)
 747-752 Fist
 753-758 Golden
 759-764 Helping Hand
 765-770 of Interception
 771-776 of Lightning
 777-782 of Missile Snaring
 783-787 of the Octopus
 788-793 Reglar's of Freedom
 794-799 Reglar's of Freedom From Magic
 800-805 of Thievery
 806-811 Thor's Magical of Power
Hands
 812-817 Balacer's
 818-823 of Harrowing
 824-829 Helping
 830-834 Holy of Bane
 835-840 Tomorrow's Left
 841-846 Tomorrow's Right
 847-852 of Vecna
 853-858 Wonderful
 859-864 Heel of Reunion
Peglegs
 865-870 of Immurk the Invincible

871-876 of Walking
Shoes
 877-882 of Fharlanghn
 883-887 Hefiz's Superb Shiny
 888-893 Iron of Vidar
 894-899 Sandals of Speed
 900-905 of White Bronze
 906-911 Woodland
Slippers
 912-917 Bahija's of Spider Climbing
 918-923 of Dancing
 924-929 Dragon
 930-934 of Drinking
 935-940 Ebomara's of Spider Climbing
 941-946 Glass
 947-952 of Kicking
 953-958 Ruby
 959-964 Ruby II
 965-970 of Slowness
 971-976 of Soft Movement
 977-981 of Spider Climbing
 982-987 Snowshoes of Speed and Traveling
Socks
 988-993 of Dryness
 994-000 of Sweating

Table K: Girdles and Helmets

Roll	Item Discovered
01-05	Enchanted Enhancements*
Belts	
06-11	Arcane
12-17	Black Elk Clan Ceremonial
18-23	Blue Elk Clan Ceremonial
24-29	Golden Elk Clan Ceremonial
30-34	Green Elk Clan Ceremonial
35-40	Red Elk Clan Ceremonial
41-46	White Elk Clan Ceremonial
47-52	of Goblinoid Protection
53-58	Golden Serpent
59-63	Lemmikainen's
64-69	Meginjarder
70-75	Serpé's of Swimming
76-81	Serpent
82-87	Snake
88-92	Udo's of Flying
93-98	Vainamoinen's
99-104	Zoster of Zeal
105-110	Zoster of Zoophobia
Buckles	
111-116	of Armor
117-122	of Faulty Lockpicks
123-127	of Lockpicks
128-133	of Opening
134-139	of Protection
140-145	of Weaponry
Caps	
146-151	of the Beguiler
152-156	Cursed School
157-162	Dream of Veluna
163-168	of Evil
169-174	Healing of Veluna
175-180	Nightcap of Sleep
181-185	Nightcap of Vision
186-191	School
192-197	of Sleep
198-203	of Teleportation
204-209	of Vision
Circlets	
210-214	of the Adder
215-220	Coronet of Communication
221-226	Dalvan's
227-232	Diadem of Disenchantment
233-238	Diadem of Doom
239-244	Golden
245-249	Golden of Greyhawk

250-255 of Psionic Enhancement
 256-261 of Underwater Speech
 262-267 of the Wyrms
 268-273 Cowl of Warding
Girdles
 274-278 of Back Defense
 279-284 of Dwarvenkind
 285-290 of Femininity/Masculinity
 291-296 of Freshness
 297-302 of Gender Alteration
 303-307 of Giant Strength
 308-313 Golden of Urnst
 314-319 Keris's of Femininity
 320-325 of the Lions
 326-331 of Many Pouches
 332-336 of Priestly Might
Hats
 337-342 of Command
 343-348 Conical
 349-354 Cyclocone
 355-360 of Difference
 361-366 of Disguise
 367-371 of Disguise II
 372-377 of Disguise III
 378-383 Fez of Disguise
 384-389 of Fools
 390-395 Gnaash's of Stupidity
 396-400 of Hairiness
 401-406 of Hairlessness
 407-412 of Headlessness
 413-418 of Holding
 419-424 of Imprisonment
 425-429 of Occupation
 430-435 of Stupidity
Headbands
 436-441 of the Corusk Mountains
 442-447 of the Jotens
 448-453 Headdress of Peaceful Contact
Helmets
 454-458 of Alignment Change
 459-464 Athena's
 465-470 of Blonding
 471-476 of Brilliance
 477-482 of Cirulon
 483-488 of Comprehending Languages
 489-493 of Creation
 494-499 of Darkness
 500-505 of Disguises
 506-511 of Dragons
 512-517 Dragonhelm
 518-522 Enli's
 523-528 Golo's of Telepathy
 529-534 Griffon Mane
 535-540 Harrowhelm
 541-546 of the Insect
 547-551 Joukahainen's Golden
 552-557 of Liaison
 558-563 of Light Seeing
 564-569 of Opposite Alignment
 570-575 of Reading
 576-581 of Seabreathing
 582-586 of Underwater Action
 587-592 of Senlor
 593-598 of Sensory Protection
 599-604 Shukenja
 605-610 Skull of Death
 611-615 of Subterranean Sagacity
 616-621 of Telepathy
 622-627 of Teleportation
 628-633 of Underwater Action
 634-639 of Underwater Vision
 640-644 of Valor
 645-650 of Waterdeep
 651-656 of 40 Watt Brilliance
 657-662 of Weaponry
 663-668 Wyrms
 669-673 Hood of Servitude

Masks		40-43	Ever-Full of Seeds	311-314	of Delicacies
674-679	Air	44-47	of Eyes	315-318	of Ship Sinking
680-685	of Attractiveness	48-51	Feedbag of Plenty	319-322	of Watery Death
686-691	of Combat	52-55	Food Pouch	Boxes	
692-697	of Comedy	56-58	Henry's Carpetbag of Holding	323-326	Burglar Detection
698-703	Death	59-62	Heward's Handy Haversack	327-330	Dead
704-708	Death of Ptah	63-66	of Holding	331-334	of Delightful Transports
709-714	of Disguise	67-70	of Infinite Wealth	335-337	Dido's Flatbox
715-720	of Disguise II	71-74	Jasper Thunderhand's	338-341	Face of Xenous
721-726	Faceless		Haversack	342-345	Flatbox
727-732	Fanged	75-78	Kangaroo Pouch	346-349	Goerl's Tackle and Portable
733-737	Greenmask with Eyes of	79-82	Khalid's Pouch of Accessibility		Canoe
	Charming	83-86	of Many Bags	350-353	of Heating
738-743	Greenmask with Eyes of the	87-90	Nithian Saddlebags	354-357	Ice
	Eagle	91-94	Noj's of Misplacing	358-361	of Many Holdings (1x1x1)
744-749	Greenmask with Gaze	95-98	Pictish of Fiends	362-365	of Many Holdings (2x2x2)
	Reflection	99-102	of Plenty	366-369	of Many Holdings (3x3x3)
750-755	Normal Greenmask	103-106	Protection Pouch	370-373	of Many Holdings (4x4x4)
756-761	Horned	107-110	Pouch of Accessibility	374-377	of Many Holdings (5x5x5)
762-766	of Jealousy	111-113	Pouch of Holding	378-381	of Message Sending
767-772	Johydee's	114-117	of Returning	382-385	Money Changer
773-778	of Knowledge	118-121	Pouch of Security	386-389	Mystical Brown Coating
779-784	Kyrie's of Disguise	122-125	Seed Satchel	390-393	Ohm's Black
785-790	of Light	126-129	Silent Purse	394-396	of Preservation
791-795	of Lycanthus	130-133	Skain's Satchel	397-400	of Preservation II
796-801	Magemask	134-137	Sleeping Bag of Armor	401-404	Rudra's of Cloning
802-807	of Magic		Nullification	405-408	Strongbox of Immobility
808-813	Magical	138-141	of Teleportation	409-412	Tamate-Bako
814-819	of Memory	142-145	of Transmuting	Braziers	
820-825	Mirror	146-149	of Traveling	413-416	of Commanding Fire
826-830	Monster	150-153	of Tricks		Elementals
831-836	of Night	154-157	of Useful Items	417-420	Hu'i Wing
837-842	of Protection	158-161	of Vanishing	421-424	of Sleep Smoke
843-848	of Scowling	162-165	of Wind	425-428	Bucket of Fire Snuffing
849-854	of Silence	166-168	Wind Pouch	Cabinets	
855-859	of Silence II	169-172	of the Woodlands	429-432	of Air Restoration
860-865	Skull	173-176	Zadron's Pouch of Wonders	433-436	H'Veyk's Cavernous
866-871	Skull II	177-180	Zagy's Spell Component	437-440	of Ministering
872-877	of Smiling		Pouch	441-444	of Security
878-883	Spirit	Barrels		Cages	
884-888	of Stealth	181-184	of Hiding	445-448	of Carrying
889-894	of Stealth II	185-188	Itzpxc's Collapsible	449-451	of Entrapment
895-900	of Tragedy	189-192	Neverending of Grog	452-455	of Shelter
901-906	of Trickery	193-196	Neverending of Salt Pork	456-459	String
907-912	of Twilight	197-200	of Poverty	Cans	
913-917	Veil	201-204	of Rolling	460-463	of Cant
918-923	of Winds	Basins		464-467	of Moonlight
924-929	of Winds II	205-208	of the CG Angel	468-471	of Preserving
930-935	Winged	209-212	of the LG Angel	472-475	of Spinach
936-941	Winged II	213-216	of the NG Angel	476-479	of Worms
942-947	of the Wraith	217-220	of Hidden Dangers	480-483	Zwann's Irrigation
Sashes		221-224	Basket of Devouring	484-487	Zwann's Watering
948-952	of Fire Resistance	Beakers		Canisters	
953-958	of Heat Endurance	225-227	of Cures	488-491	of Condiments
959-964	of Immolation	228-231	of Plentiful Potions	492-495	of Curses
965-970	Shimmering	232-235	Bedroll of Dryness	Canteens	
971-976	Scarf of the Dry Steppes	Bottles		496-499	of Coolness
Turbans		236-239	Brazen	500-503	Erdlu
977-981	Feather	240-243	of Containment	504-506	of Purification
982-987	of Multiplication	244-247	Efreeti	Cases	
988-993	of Silence	248-251	of Evaporation	507-510	of Compression
994-000	of Tusmit	252-255	Eversmoking	511-514	Exalted Component
		256-259	of Fireflies	515-518	of Document Transmission
		260-263	Graffiti	519-522	of Scroll Holding
		264-267	of Pleasant Odors	523-526	Tenser's Portmanteau of
		268-271	of Preservation		Frugality
		272-275	of Refreshment	Casks	
		276-279	Safety	527-530	Everfull
		280-282	Temperature	531-534	of the Wind Spy
		283-286	Thought	Cauldrons	
		287-290	Thuba's Efreeti	535-538	of Ambrosia
		291-294	of Trapping	539-542	Archdruid
		295-298	Undead	543-546	of Blindness
		Bowls		547-550	of Creatures
		299-302	of Blood	551-554	of Doom
		303-306	Calabash of Plenty	555-558	of Entrancement
		307-310	of Commanding Water	559-561	of Foretelling
			Elementals	562-565	of Fresh Water

Table L: Bags, Barrels, Bottles, and Basins

Roll	Item Discovered
01-03	Enchanted Enhancements*
Bags	
04-07	Backpack of Holding
08-11	of Beans
12-15	of Beans II
16-19	Beltpouch of Disappearance
20-23	of Bones
24-27	Bucknard's Everfull Purse
28-31	of Devouring
32-35	Devouring Pouch
36-39	of Duplication



Cauldrons					
566-569	of Healing	822-825	of Comprehension	35-36	of Karma
570-573	of Heating	826-829	of Preserving	37-38	of Success
574-577	Iubadan's	Jugs		39-41	of Succor
578-581	Mordom's of Air	830-833	Alchemy	42-43	of Prayer II
582-585	of Plenty	834-837	Amorpha	44-45	Bean of Ooze Slime and Jelly
586-589	Potion	838-841	Red of Dyeing	Berries	
590-593	of Restoring Freshness	842-844	Blue of Dyeing	46-48	Fireberries
594-597	Warming	845-848	of Jade	49-50	Magical
598-601	Cegilune's Iron Pot	849-852	of Jestng	Bones	
Censers		853-856	Louie Dulama's Alchemy	51-52	of Animation
602-605	of Conduct	Kettles		53-54	of Bruising
606-609	of Controlling Air Elementals	857-860	of Breathing	55-57	Clapper
610-613	of Controlling Air Elementals II	861-864	of Drumming	58-59	Hatchling Dragon
614-617	of Summoning Hostile Elementals	865-868	Everbountiful Soup	60-61	Very Young Dragon
	of Thaumaturgy	869-872	of Fish	62-64	Young Dragon
Chalicees		873-876	Mithryl's Everbountiful Soup	65-66	Juvenile Dragon
621-624	of Colors	877-880	Leomund's Labile Locker	67-68	Young Adult Dragon
625-628	of Continual Water	Mugs		69-70	Adult Dragon
629-632	of Detection	881-884	Leomund's	71-73	Mature Adult Dragon
633-636	Eucharistic	885-888	of Plenty	74-75	Old Dragon
637-640	Holy Grail	889-892	of Warming	76-77	Very Old Dragon
641-644	of Identification	Pitchers		78-80	Venerable Dragon
645-648	of Irreversibility	893-896	of Blending	81-82	Wyrn Dragon
649-652	of Liquid Food	897-899	of Continuous Water	83-84	Great Wyrn Dragon
653-656	of Planar Travel	900-903	Portable Hole	85-87	of Slaying
657-660	of Poison	Prisons		88-89	of Turning
661-664	of the Shield Lands	904-907	Castellan's Magical	90-91	Buttercup's Bouquet
665-668	Silver	908-911	Genie	Candles	
Chests		912-915	of Zagig	92-93	Black
669-672	of Drawers	916-919	of Zagyg	94-96	Blinking
673-675	Foot Stool	Scabbards		97-98	Blue
676-679	Oyster	920-923	of Holding	99-100	of Brilliance
680-683	Quartermaster's	924-927	of Poison	101-103	of Charming
684-687	of Sieges	Sheaths		104-105	Convocation
688-691	Cursed of Sieges	928-931	of Frogs	106-107	Darkness
692-695	of Zorathus	932-935	of Smallness	108-109	Defense
Coffins		936-939	Zadore's Poison	110-112	Disruption
696-699	Casket of Furyondy	940-943	Sleeping Bag of Armor Nullification	113-114	Divination
700-703	of Creation	Tubs		115-116	of Everburning
704-707	Crystal	944-947	of Fat	117-119	of Evocation
Containers		948-951	of Lard	120-121	Exploding
708-711	Fireproof	952-954	Bathtub	122-123	Fireball
712-715	Watertight	955-958	of Sailing	124-125	Flame
716-719	Crucible of Melting	959-962	Taryn's	126-128	Flame Arrow
720-723	Cup of Wine	963-966	of Washing	129-130	Flame Blade
Decanters		Urns		131-132	Gold
724-727	Carrague's of Endless Steam	967-970	of Ashes	133-135	of Invocation
728-730	of Endless Water	971-974	of Awakening	136-137	Methven
731-734	of Endless Water II	975-978	of Curses	138-139	Noora's of Propitiousness
735-738	Disintegration Chamber	979-982	of Hindsight	140-141	of Powerlessness
739-742	Extradimensional Safe	983-986	of Water Purification	142-144	of Propitiousness
Flagons		987-990	Vampire Sheath	145-146	of Protection
743-746	of Dragons	991-994	Vial of Durance	147-148	of Protection II
747-750	of Dimunition	995-000	Waterskin of Pouring	149-151	Purple
751-754	Zagyg's Flowing			152-153	Pyrotechnic
Flasks				154-155	Red
755-758	Copper			156-158	Reflection
759-762	of Curses			159-160	Sanctuary
763-766	Iron			161-162	Shielding
767-770	Iron of Tuerny the Merciless			163-164	Smoke Detection
771-774	Vapor			165-167	of Spells
Goblets				168-169	Survival
775-778	of Glory			170-171	of Transference
779-782	of the Great Kingdom			172-174	Unfailing Light
783-786	Leomund's			175-176	of Vapors
787-789	Manas of Sleep			177-178	Visibility
790-793	Manas of Death			179-180	Yellow
794-797	Manas of Fixation			Cheeses	
798-801	Hold of Holding			181-183	of Odors
Horns				184-185	of Vile Odors
802-805	Cornucopia			186-187	Coal of Warmth
806-809	Ngonas of Fire Resistance			Dust	
810-813	Ngonas of Silent Moving			188-190	of Absorption
814-817	Ngonas of Underwater Breathing			191-192	of Adhering
Jars				193-194	Allergy
818-821	Borieflin's of Steam			195-196	of Appearance
				197-199	of Blandness
				200-201	of Piquantness

Table M: Dust and Stones

Roll	Item Discovered
01-02	Enchanted Enhancements*
Air Spores	
03-04	Air Spores
05-06	Chandrasakar's
Apples	
07-09	of Bragi
10-11	of Chaos
Beads	
12-13	of Accuracy
14-16	Eye
17-18	of Dew
19-20	of Force
21-22	Glass
23-25	of Oblivion
26-27	Pearl
28-29	of Atonement
30-32	of Damnation
33-34	of Hindrance

Dust

- 202-203 of Blending
- 204-206 Decoy
- 207-208 of Disappearance
- 209-210 of Dryness
- 211-212 of Dullness
- 213-215 Feather
- 216-217 Fertilization
- 218-219 Fodder
- 220-222 of Forgetfulness
- 223-224 Green Sleeping
- 225-226 of Illusion
- 227-229 Leech
- 230-231 Malto's of Mind Dulling
- 232-233 of Mind Dulling
- 234-235 of Opposition
- 236-238 Paralyzation
- 239-240 Revealing
- 241-242 Rust
- 243-245 of Sleeping
- 246-247 Sleep
- 248-249 Small Bird Repulsion Dust
- 250-251 Sneezing
- 252-254 Sneezing II
- 255-256 of Sneezing and Choking
- 257-258 Sparkling
- 259-261 of Tracelessness
- 262-263 of Trail Dispersion
- 264-265 Violet Dindower's of Disappearance

Eggs

- 266-267 Antimagic
- 268-270 Apprentice's
- 271-272 Black
- 273-274 Cloudkill
- 275-277 of Desire (Black)
- 278-279 of Desire (Bone)
- 280-281 of Desire (Crystal)
- 282-283 of Desire (Golden)
- 284-286 of Desire (Scarlet)
- 287-288 Disintegration
- 289-290 of Distraction
- 291-293 of Hatchling Dragon Breath
- 294-295 of Very young Dragon Breath
- 296-297 of Young Dragon Breath
- 298-299 of Juvenile Dragon Breath
- 300-302 of Young adult Dragon Breath
- 303-304 of Adult Dragon Breath
- 305-306 of Mature adult Dragon Breath
- 307-309 of Old Dragon Breath
- 310-311 of Very Old Dragon Breath
- 312-313 of Venerable Dragon Breath
- 314-316 of Wyrms Dragon Breath
- 317-318 of Great Wyrms Dragon Breath
- 319-320 Dreamhold
- 321-322 Egg of Fascination
- 323-325 Flame
- 326-327 Fog Cloud
- 328-329 Golden
- 330-332 Gold of Ghastar
- 333-334 Obsidian of Ghastar
- 335-336 Gold of Ghastar
- 337-338 Silver of Ghastar
- 339-341 Gray
- 342-343 Guardian
- 344-345 Hard-Boiled
- 346-348 Imprisonment
- 349-350 Incubulum
- 351-352 Khenel's Philosopher's
- 353-354 Mishakal's Token
- 355-357 Multicolor
- 358-359 Philosopher's
- 360-361 of the Phoenix I
- 362-364 Pink
- 365-366 of Reason
- 367-368 Rotten
- 369-370 of Shattering
- 371-373 Shell of Protection

374-375

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383-384

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399-400

401-403

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406-407

408-409

Feathers

410-412

413-414

415-416

417-419

420-421

Fingers

422-423

424-425

426-428

429-430

431-432

433-435

436-437

Incense

438-439

440-441

442-444

Ioun Stones

445-446

447-448

449-451

452-453

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Shell of Protection vs. Birds

Shell of Protection vs.

Dragons

Shell of Protection vs. Evil

Shell of Protection vs. Fiends

Shell of Protection vs. Good

Shell of Protection vs.

Humanoids

Shell of Protection vs. Humans

Shell of Protection vs.

Lycanthropes

Shell of Protection vs. Planars

Shell of Protection vs.

Scalekind

Shell of Protection vs. Undead

Soft Boiled

Stinging Cloud

Turquoise

of Wonder

Eternal Peanut

Feathertoken

Lapland

Plumalitter

Quaal's Tokens

Quaal's Mystical Token

of Commanding

of the Master Thief

Thumb of the Master Thief

Fingernail of Rending**Four-Leaf Clover****Gas of Dreadful Sleep****Grains of Discomfort**

of Meditation

of Obsession

Shahpesh's of Obsession

Balian's Yellow

Blue-Green Spindle

Brass Lozenge

Bright Silver Cylinder

Bright White Rectangle

Brown Rhomboid

Cerulean Blue Rhomboid

Clear Pink Sphere

Clear Prism

Clear Sphere

Copper Rectangle

Deep Black Sphere

Deep Purple Prism

Deep Red Sphere

Flickering White Snowflake

Gold Ellipsoid

Green Sphere

Incandescent Blue Sphere

Light Blue Prism

Maroon Star

Orange Cube

Pale Green Ellipsoid

Pale Lavender Spindle

Pale Yellow Lozenge

Pearly White Prism

Pink Ellipsoid

Pink & Green Ellipsoid

Puce Cube

Pulsing Red Star

Pure White Octahedron

Rainbow Ellipsoid

Rainbow Spindle

Scarlet & Blue Sphere

Silver Rod

Silver Sphere

Silvery Mirror Cube

Soft Black Rectangle

Yellow Sphere

Kulver-Tam's Fruit of Healing**Marbles**

534-535

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541-542

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Pies

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552-554

555-556

Powders

557-558

559-561

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566-567

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701-703

704-705

Cat's Eye

of Cleanliness

Granite

of Quarry

Warp

Sweet Onion

of Four-and-Twenty Blackbirds

of Raspberries

Rhubarb

Plumastone

Absinthe

African Ju Ju

Allspice

Allspice II

Anger

Anise

Aphrodisia

Arabian Nights

Attraction

Bats' Blood

Bendover's

Bergamot's

Black Arts

of the Black Veil

Bottom #20

Bruno's Curse

Buddha Type I

Buddha Type II

Buddha Type III

Bull's

Carnation

Chocolate

Citronella

Civet

Cleo May

of Coagulation

of Comeliness

Commanding

Concentration

Confusion

Conquering Glory

Controlling

Crab Apple

Crossing

Cumin Seed

Cypress Seed

Damnation

Desire Eme's

Doas Isay's

Double Cross

Dragon's Blood

Dream

Dypshez's of the Black Veil

Elixir

Enchantment

Eucalyptus

Eve

Evil Eye

Excisement

Exodus

Five Finger Grass

Frangi Pani

Galangale's

Gardenia

Getaway's

Good Taste

Grape

Powder of the Hero's Heart

High Conquering

High John the Conqueror's

Hindu Grass

Honeysuckle

Hypnotic

Hysspo

Powder of Images

Powders

- 706-707 Jamaica
 708-709 Jezebel
 710-712 Jinx Removing
 713-714 Kludde
 715-716 Lavender
 717-719 Life
 720-721 Lily of the Valley
 722-723 of Magic Detection
 724-725 Magnolia
 726-728 Manpower
 729-730 Mercury
 731-732 Mojo
 733-735 Moon
 736-737 Musk
 738-739 Narcissus
 740-741 New life
 742-744 Nine Mystery
 745-746 Obeah
 747-748 Oak-in-Acorn
 749-751 of Obsession
 752-753 Olibanum
 754-755 Power
 756-757 Primrose
 758-760 Purification
 761-762 Puchezma's of Edible Objects
 763-764 Purwuvok's of the Hero's Heart
 765-767 Quirk*
 768-769 Reversibility
 770-771 Rosemary
 772-774 Rue
 775-776 Sandalwood
 777-778 Smoke
 779-780 Snake
 781-783 Solomon's
 784-785 Spikenard
 786-787 Spirit
 788-790 Time
 791-792 Trinity
 793-794 Verbena
 795-796 Vibration
 797-799 Virgin Olive
 800-801 Vision
 802-803 Voodoo
 804-806 Will Power
 807-808 Wintergreen
 809-810 Wishing
 811-812 Witch's
 813-815 Xyz
 816-817 Ylang Ylang
 818-819 Zodiac
 820-822 Zula Zula
 823-824 **Puppy Putty**
 825-826 **Rakasta Tea**

Rocks

- 827-828 Death of the Darad S'tin
 829-831 Kereenyaga
 832-833 Pet

Roses

- 834-835 of Eternal Slumber
 836-838 Wreath of Roses of Eternal Slumber
 839-840 Bush of Roses of Eternal Slumber

- 841-842 of Ravenloft
 843-845 of Forgetfulness
 846-847 **Sand of Truth**

Seeds

- 848-849 Dragon Lily
 850-851 Enchanted Cherry Pits (Brown)
 852-854 Enchanted Cherry Pits (Gold)
 855-856 Enchanted Cherry Pits (Red)
 857-858 Fireseed
 859-861 of Growth
 862-863 Damage Curing
 864-865 Disease Curing
 866-867 Normal
 868-870 Sun

- 871-872 Trollflower
 873-874 of Wealth

Smoke

- 875-877 of Fire Quenching
 878-879 Sleep

Soaps

- 880-881 of Abrasion
 882-883 of Washing

Stones

- 884-886 Beauregard's Beautiful Bauble
 887-888 Bimbomushi
 889-890 Bloodstone of Fistantulus
 891-893 Chardalyn
 894-895 of Cold Immunity
 896-897 of Continual Light
 898-899 of Controlling Earth Elementals
 900-902 Coruskian
 903-904 Cursed Well
 905-906 Dream
 907-909 of Everburning
 910-911 Finder's
 912-913 Glowstone
 914-916 of Good Luck
 917-918 of Gul and Thiondar
 919-920 Honing
 921-922 Myste's of Mixed Luck
 923-925 of Mysterious Sounds
 926-927 Nanorion
 928-929 Oval of Tzolo's Guardian
 930-932 Philosopher's
 933-934 Philosopher's II
 935-936 of Sampling
 937-938 of Shielding
 939-941 of Silence
 942-943 Spongestone
 944-945 Travel
 946-948 Wardstone
 949-950 Warfu
 951-952 of Warmth
 953-954 of Weight
 955-957 of the Well
 958-959 **Tanglefoot**
 960-961 **Tanglevine Root**

Tarts

- 962-964 of Accusation
 965-966 of Enticement
 967-968 of a Summer's Day
 969-970 **Thorn of Sleep**

Tooth

- 971-973 of Dahlver-nar
 974-975 Dragon
 976-977 Sweet

Waxes

- 978-980 of Careful Hearing
 981-982 Ceiling
 983-984 of Fabrication
 985-986 of Hearing
 987-989 Sealing
 990-991 of Waning

Weeds

- 992-993 Rapture
 994-996 of the Witch
 997-000 **Zwieback of Zymurgy**

Table N: Household Items

Roll	Item Discovered
01	Enchanted Enhancements*
02-03	Abacus of Calculation
Anvils	
04-05	High of the Dwarves
06-07	Iron of the Armies
08-09	of the Lortmil Mountains
Aprons	
10-11	of Comfort
12-13	Flandal Steelskin's
14-15	Leather
16-17	Arabel's Huggable Bear

18-19 Armor Bath

- Art**
 20-21 Blue on Bronze
 22-23 Dragonnel-by-the-Cliff
 24 The Gladiators
 25-26 Glorindel's Gates
 27-28 Glorindel's Living Painting
 29-30 Igraine's Portrait
 31-32 Norval's Timely Portrait
 33-34 Pigments of Longevity
 35-36 Portraiture by Magic
 37-38 The Watchers
 39-40 Widow's Walk

Awls

- 41-42 Full
 43-44 of Hole Punching
 45-46 Inn
 47-48 Mess

Balance Scales

- 49 of Conversion
 50-51 of Harmony
 52-53 of Judgment
 54-55 of Power

Banners

- 56-57 of Attraction
 58-59 of Bravery
 60-61 Cursed
 62-63 Dragon Flag
 64-65 of Ferocity
 66-67 Flag of Untrue Colors
 68-69 Flying
 70-71 of Friendship
 72 Holy
 73-74 of Insults
 75-76 Law's
 77-78 Magic Shield
 79-80 Pennant of Bravery
 81-82 of Privacy
 83-84 of Protection
 85-86 of Protection II
 87-88 of Renown
 89-90 of Terror
 91-92 Zen's

Beholder Mouthpicks

- 93-94 Fangpick
 95-96 Absorbing

Bellows

- 97 of Breath
 98-99 of Breezes
 100-101 of Roaring

Benches

- 102-103 of Encumbrance
 104-105 of Levitation
 106-107 of Ramming
 108-109 **Black Wall**

Blankets

- 110-111 of Comfort
 112-113 of Devouring
 114-115 of Protection
 116-117 Silk Coverlet of Warmth
 118-119 of Sleeping

Brooms

- 120 of Animated Attack
 121-122 of Blindness
 123-124 of Flying
 125-126 of Serving
 127-128 of Sweeping
 129-130 of Sweeping II

Brushes

- 131-132 of Colors
 133-134 of Detangling
 135-136 of Grooming
 137-138 Vladim's Fabulous Equine

Buttons

- 139-140 of Blasting
 141-142 of Confusion
 143-144 Discus
 145 of Fastening

- Buttons**
146-147 of Rosy Vision
- Candle Snuffers**
148-149 of Death
150-151 of Dousing
152-153 of Exploding
154-155 Remote
156-157 of Serving
- Carpets**
158-159 Accursed
160-161 of Diving
162-163 of Fighting
164-165 of Flying
166-167 of Flying
168 Leonardo's of Flying
169-170 Rug of Mothering
171-172 Rug of Smothering
173-174 Rug of Welcome
175-176 Self Cleaning
177-178 Solomon's Magic
179-180 **Carving of Restful Sleep**
- Chairs**
181-182 of Amnesia
183-184 of the Ancestors
185-186 of Extra Seating
187-188 of Helplessness
189-190 of Relaxing
191-192 of Retrieval
193 of Seeing
194-195 of Travel
196-197 of Ugliness
198-199 Couch of Comfortable Seating
200-201 **Cloak Clasp of Holding**
- Cords**
202-203 of Binding
204-205 of Ekbir
206-207 Faithful Knot
208-209 Kybal's
- Cots**
210-211 of Entrapment
212-213 of Restlessness
214-215 of Suspension
- Curtains**
216 of Death
217-218 of Scenery
219-220 of Spying
221-222 **Cushion of Regeneration**
- Desks**
223-224 of Restudying
225-226 of Studying
227-228 **Dicerion of Light and Darkness**
- Doors**
229-230 Magical
231-232 Aruthir's Living
233-234 Back
235-236 Black Crystal
237-238 of Disappearance
239-240 of Displacement
241 Front
242-243 of Guarding
244-245 Revolving
246-247 Lesser of Teleportation
248-249 Greater of Teleportation
250-251 of Terror
252-253 Trick
254-255 **Drawer of Easy Retrieval**
256-257 **Ema of Wishes**
258-259 **Epox's Iron Rations**
260-261 **Everclean Towel**
262-263 **Everdamp Sponge**
264 **Faithful Knot**
- Fans**
265-266 of Charming
267-268 Club
269-270 Cooling
271-272 of Dancing
273-274 Fanfare
- 275-276 Fanning
277-278 Five Fire
279-280 Wind
281-282 **Fishing Lure**
Fishing Poles
283-284 of Angling
285-286 of Exaggeration
287-288 of Levitation
289 of Monster Fishing
290-291 of Rescue
292-293 of Treasure Fishing
294-295 **Forge of Metal Protection**
- Forks**
296-297 Planar
298-299 of Travel
300-301 **Gauze of Appearance**
- Gavels**
302-303 of Auctions
304-305 of Authority
306-307 of Order
308-309 **Gem Cutter's Tools of Sunndi**
- Grappling Irons**
310-311 Enchanted
312 Gargoyle
313-314 Griffon's Claw
315-316 of Luckless Returning
- Hammocks**
317-318 of Entrapment
319-320 Layne's
321-322 of Protection
- Handkerchiefs**
323-324 of Length
325-326 of Sneezing
- Harnesses**
327-328 of Seker
329-330 Spider
- Hasps**
331-332 of Locking
333-334 of Reloading
- Hinges**
335-336 of Opening
337 of Shrieking
338-339 **Hook of Adherence**
- Hourglasses**
340-341 Auquhol's Type I
342-343 Auquhol's Type II
344-345 Auquhol's Type III
346-347 Brindletople's Time Bomb
348-349 of Fire and Ice
350-351 Obedient
352-353 of Seeing
354-355 Timeglass of the Wizard
356-357 of Timekeeping
- Inkwell**
358-359 of Concealment
360 Evefull
361-362 of Scollmaking
- Irons**
363-364 of Imprisonment
365-366 of Opening
367-368 of Steam
369-370 Throwing
371 372 of Transference
373-374 **Kaylan's Wooden Tray**
- Keys**
375-376 Courier
377-378 Dowsing
379-380 of Entrance
381-382 Grave
383-384 of Inquiry
- Maps**
385-387 of Opening
388-389 of Quinarost
390-391 of Quinarost II
392-393 of Quinarost III
394-395 of Reunion
396-397 Rogue's
398-399 Saddle
- 400-401 Shapeshifter
402-403 of Silence
404-405 Silver of Portals
406-407 of Sirdan
408 Skeleton
409-410 Skeleton II
411-412 Spider
413-414 of Storage
415-416 of Translation
417-418 of Unlocking
419-420 Wizard's
- Ladders**
421-422 of Balance
423-424 Benhi's Express
425-426 of Climbing
427-428 of Inestimable Length
- Ladles**
429-430 of Candlemaking
431-432 of Curing
433 of Drinking
434-435 of Duplication
- Lamps**
436-437 Bashal's Tendirilght
438-439 Byubo's of Audacity
440-441 of Continual Light
442-443 Shuttered of Continual Light
444-445 of Darkness
446-447 Dragon
448-449 Floor
450-451 of the Four Winds
452-453 of the Genies
454-455 Goldmane's Dazzler
456 of Greyhawk
457-458 of Honesty
459-460 Hurricane
461-462 of Ignition
463-464 Illag's Abominable Beacon
465-466 of Infinite Burning
467-468 Krillus's Blazer
469-470 of Lighting
471-472 of Long Burning
473-474 of Long Burning II
475-476 Magic
477-478 Malthrox's Shadowcaster
479-480 Messakk's Eye
481 of Multichromaticism
482-483 of Plant Growth
484-485 Shadow
486-487 of Spying
488-489 of Summoning
490-491 Thessall's Wayguider
492-493 of Timed Lighting
494-495 **Lizardskin Bed**
- Locks**
496-497 Nolte's Locks and Bolts
498-499 Skie's Locks and Bolts
- Logs**
500-501 of Burning
502-503 Combination
504 of Floating
505-506 of Ramming
507-508 of Repetitive Burning
509-510 of Rolling
511-512 of Snoring
- Matches**
513-514 Magical
515-516 of Many Lights
- Mirrors**
517-518 Baltron's Hand
519-520 Barliathan's Mystical
521-522 Black
523-524 Blue
525-526 Crystal
527-528 of Curing
529 of Duplication
530-531 Emperor's
532-533 of Enlightenment
534-535 Evem's of Enviaible Image

- Mirrors**
536-537 of Fear
538-539 Flaming of Tenh
540-541 of Flattery
542-543 Hsssthak's of Sight and Sound
544-545 of Images
546-547 of Improved Travel
548-549 of Lakes
550-551 of Life Saving
552 of Life Trapping
553-554 Malto's of Retention
555-556 of Mental Prowess
557-558 Murky
559-560 Not-So-Funny Funhouse
561-562 Nura D' Agor's of Life Trapping
563-564 of Opposition
565-566 of the Past
567-568 of Portals
569-570 Reading
571-572 of Recall
573-574 Red
575-576 of Reflecting
577 of Retention
578-579 of Reversal
580-581 of Seeing
582-583 of Sending
584-585 of Simple Order
586-587 of Sophistication
588-589 Spell
590-591 of Spirit Seeing
592-593 of Travel
594-595 of Truth
596-597 of Vanity
598-599 Yefar's Magic
600 Yin-Yang
- Mortars and Pestles**
601-602 Everproducing Rice
603-604 Lorloveim's Obsidian
- Music Box**
- Muzzles**
607-608 of Lycanthrope Control
609-610 of Mauling
611-612 of Training
- Nails**
613-614 Blast Spike
615-616 of Building
617-618 Death
619-620 Finger
621-622 of Pointing
623-624 of Securing
625 of Silence
626-627 Ten-Penny
- Needles**
628-629 of Death
630-631 of Lively Tattoos
632-633 Magical Darning
634-635 of Repair
636-637 of Sewing
638-639 of Sewing II
640-641 Nefradina's Identifier
642-643 Nefradina's Improved Identifier
- Oven of Heating**
- Pans**
646-647 of Cooking
648 of Spicing
- Pens**
649-650 of Excellence
651-652 of Swift Writing
653-654 of Truth
- Picks**
655-656 of Earth Parting
657-658 Cursed of Earth Parting
- Pills**
659-660 Desalination Tablet
661-662 of Hangover Relief
663-664 of Plentiful Water
665-666 Pillow of Regeneration
- Plates**
667-668
669-670 Book
671-672 of Counterfeiting
673 Dinner
674-675 Leomund's
676-677 Platter of Purity
678-679 Platter of Purity II
- Poker**
680-681 Draw
682-683 of Fire Control
684-685 of Searing
686-687 of Summoning
688-689 Pot of Plant Protection
- Prismal's Useful Enchanted Gear**
690-691 Block and Tackle
692-693 Fish Hooks
694-695 Flint
696 Grappling Hook
697-698 Musical Minstrel
699-700 Piton
701-702 Weaponblack
703-704 Whetstone
- Quill Pens**
705-706 of Copying
707-708 of Erasing
709-710 of Forgery
711-712 Kuroth's
713-714 of Law
715-716 of Longwriting
717-718 of Necromancy
719-720 Porcupine
721 of Pyrophilius
722-723 of Scribbling
724-725 of Scroll Creation
726-727 of Swift Writing
728-729 of Transcription
730-731 of Truth
732-733 Windscribe
734-735 Wondrous Writing Set
736-737 Zellot's of Law
- Rag of Drying**
- Rakes**
740-741 of Climbing
742-743 of Iron
744 of Retrieval
745-746 Ship
747-748 of Smoothing
749-750 of Tracking
- Razors**
751-752 Baltron's
753-754 of Close Shaving
755-756 of Truth
- Ropes**
757-758 of Climbing
759-760 of Constriction
761-762 of Entanglement
763-764 Hruglin's of Entanglement
765-766 Infinite
767-768 Tallin's Tightrope
769 Salver of Growth
- Saws**
770-771 of Cutting
772-773 of Mighty Cutting
774-775 of Snoring
776-777 Scale of Weighing
- Seals**
778-779 of Deception
780-781 of Vigor
782-783 Seat of Bane
- Shakers**
784-785 Eternal Salt
786-787 Hruglin's Spice
- Shovels**
788-789 of Animation
790-791 of Digging
792 Cursed of Digging
793-794 of Gravedigging
- Pipe of Heated Wind**
795-796 of Internment
797-798 Spade of Colossal Excavation
799-800 Slate of Identification
- Smoking Pipes**
801-802 Aromatic
803-804 Bubble
805-806 Charged Eversmoking
807-808 Elminster's Eversmoking
809-810 Permanent Eversmoking
811-812 Halfling
813-814 Lasting
815-816 of Puckering
817 Self-Lighting
818-819 of Smoke Rings
820-821 of Smoking
822-823 of Snake Summoning
- Spinning Wheels**
824-825 Cursed
826-827 Spinning Wheel
- Spoons**
828-829 Birth
830-831 of Eating
832-833 of Medication
834-835 of Mixing
836-837 Murlynd's
838-839 Musical
840 of Sticking
841-842 of Stirring
843-844 of Stirring II
845-846 of Sugar
- Stairs**
847-848 of Ascending
849-850 of Breaking
851-852 Cold
853-854 of Descending
855-856 Endless
857-858 of Judgment
859-860 of Slipping
- Strings**
861-862 of Attachment
863-864 of Lashing
865 of Pearls
866-867 of Shackles
868-869 Tangle of
870-871 of Warding
872-873 Stylus of Scribing
- Sundials**
874-875 of Direction
876-877 of Timekeeping
- Tables**
878-879 of Banquets
880-881 of Contents
882-883 of the Elements
884-885 of Plenty
886-887 Writing
- Tablecloths**
888 Augricrone's
889-890 of Feasting
- Tablets**
891-892 Myrkul's of Fate
893-894 of Spirit Summoning
- Tapestries**
895-896 of Disease Warding
897-898 of Ekbir
899-900 of Folded Existence
901-902 of Rooms
- Teas**
903-904 Magical Rakastan
905-906 Zhakar
907-908 Teaset of Skill and Grace
- Telescopes**
909-910 of Fantastic Vision
911-912 of True Vision
- Tents**
913 of Captivity
914-915 Dew
916-917 of Luxury
918-919 Mist

Tents
920-921 Polychromatic
922-923 Poor
924-925 of Shelter
926-927 of Standing
928-929 of Warning
930-931 X
Threads
932-933 of Aging
934-935 of Commands
936 of Embroidery
Thrones
937-938 of Death
939-940 Hlidskialf
941-942 of Incineration
943-944 of Power
945-946 of Summoning
947-948 of Transformation
Tool Sets
949-950 Gemcutter's of Sunndi
951-952 Thieves' of Stealth
953-954 Woodworker's of Dyvers
Torches
955-956 of Continual Fire
957-958 Continual
959-960 of Control
961 Gruumsh's Everburning
Utensils
962-963 of Cleanliness
964-965 of the Cultured Palate
966-967 of Etiquette
Vanes
968-969 Greater of Location
970-971 Lesser of Location
Windows
972-973 Display
974-975 of Dressing
976-977 of Opacity
978-979 of Peeping
980-981 of Spying
982-983 of Visiting
984-985 Xylograph
Yokes
986-987 of Boar Harnessing
988-990 of Flight
991-993 of Irritation
994-996 of Obedience
997-998 Practical
999-000 of Underwater Action

Table O: Musical Instruments

Roll	Item Discovered
01-04	Enchanted Enhancements*
05-09	Eartrumpet
10-14	Larynx of Deafening
Percussion Instruments	
15-18	Bell of Alarm
19-23	Bell of the Ball
24-28	Bell of Calling
29-33	Choir Bell
34-37	Church Bell
38-42	Cow Bell
43-47	Bell of Discord
48-52	Bell of Doom
53-56	Bell of Freedom
57-61	Golden Bell of Blasting
62-66	Bell of Lament
67-70	Pavlov's Bell
71-75	Bell of Protection
76-80	Bell of Ringing
81-85	Bell of Treachery
86-89	Bell of Warning
90-94	Bell of Warning II
95-99	Alexander's Chime of Opening
100-104	Featherchime
105-108	Chime of Hunger

109-113	Chime of Interruption	469-473	Doss Lute
114-118	Chime of Opening	474-477	Lute of Loot
119-122	Sebastian's Chime of Opening	478-482	Singalong Lute
123-127	Chime of Time	483-487	Skywalker Lute
128-132	Chime of Visitors	488-491	Woodwalking Lute
133-137	Chime of Warning	492-496	Building Lyre
138-141	Cymbal of Crashing	497-501	Canaith Lyre
142-146	Cymbal of Symbols	502-506	Cli Lyre
147-151	Bass Drum	507-510	Dorus's Lyre
152-156	Drum of Deafening	511-515	Doss Lyre
157-160	Lei Kung's Drum	516-520	Fu Hsing's Lyre
161-165	Drum of Menace	521-525	Loquacious Lyre
166-170	Native Drum	526-529	Lyre of the Spheres
171-175	Drum of Panic	530-534	Lyre of Wounding
176-179	Drum of Silence	535-539	Canaith Mandolin
180-184	Snare Drum	540-543	Cli Mandolin
185-189	Tabele	544-548	Pick of Propitiousness
190-193	Drum of Thunder	549-553	Pick of Strumming
194-198	Dughal's Percussion Instruments	554-558	Qanum of Quiet
199-203	Butler Summoning Gong	559-562	Qanum of the Spirits
204-208	Chain Gong	563-567	Rababah of the Dao
209-212	Gong of Dispelling	568-572	'Ud of the Marids
213-217	Gong of Earthquakes	573-577	Extreme Violin
218-222	Gong of Fishing	578-581	Game Violin
223-227	Ricking Gong	582-586	Saxon Violin
228-231	Gong of Stunning	587-591	Unnecessary Violin
232-236	Gong of Summoning	592-595	Violin Rack
237-241	Gong of the Whirlwind	596-600	Zither of Speed
242-245	Gourd of Travel	601-605	Zither of Zombie Control
246-250	Rattle of Death	606-610	Zither of Zombie Protection
251-255	Rattle of Exorcism	611-614	Takht of the Jann
256-260	Rattle of Shaking and Rolling	Wind Instruments	
261-264	Rattle of Summoning	615-619	Airolis's Shining Horn
265-269	Rattle of Youth	620-624	Amplification Horn
270-274	Riqq of the Efreet	625-629	Animal Attraction Pipe
Stringed Instruments		630-633	Animal Calls Horn
275-279	Fochlucan Bandore	634-638	Axewood Whistle
280-283	Biwa of Calming	639-643	Azure Sea Horn
284-288	Biwa of Charming	644-648	Barrier Peaks Horn
289-293	Biwa of Discord	649-652	Baubles Horn
294-297	MacFuirmidh Cittern	653-657	Black Ivory Horn
298-302	Dughal's Musical Instrument	658-662	Blasting Horn
303-307	Anstruth Harp	663-666	Bone Flute
308-312	Azler's Harp	667-671	Bubbles Horn
313-316	Bragi's Harp	672-676	Collapsing Horn
317-321	Bragi's Harp of Calm	677-681	Command Horn
322-326	Broken Harp	682-685	Confusion Bagpipes
327-331	Harp of Charming	686-690	Copper Pipes
332-335	Harp of Charming II	691-695	Courage Flute
336-340	Harp of Charming III	696-700	Cymboli's Pipes of Sounding
341-345	Damh's Harp	701-704	Damh's Flute
346-350	Defender's Harp	705-709	Damh's Pipes
351-354	Harp of Discord	710-714	Danger Flute
355-359	Dove's Harp	715-718	Deafness Whistle
360-364	Esheen's Harp	719-723	Death's Head Horn
365-368	Harp of Fingerbreaking	724-728	Dismissing Flute
369-373	Fochlucan Harp	729-733	Djinn Nay
374-378	Harp of Gold	734-737	Dolphins Horn
379-383	Handharp	738-742	Doom Pipes
384-387	Harp of Healing	743-747	Doom Trumpet
388-392	Jhantra's Harp	748-752	Dragon Whistle
393-397	MacFuirmidh Harp	753-756	Droning Bagpipes
398-402	Marks Harp	757-761	Dughal's Bagpipes of Fear
403-406	Methild's Harp	762-766	Dugal's Musical Instrument
407-411	Murlyn's Harp of Charming	767-770	Faerie Flute
412-416	Nithanalar's Harp	771-775	Fear Bagpipes
417-420	Ollamh Harp	776-780	Feline Attraction Bagpipes
421-425	Questing Harp	781-785	Fog Horn
426-430	Rhingalade's Harp	786-789	Fog Horn II
431-435	Harp of Spirit Restoration	790-794	Gas Pipes
436-439	Storm's Harp of Methild	795-799	Gateway Whistle
440-444	Throbbing Harp	800-804	Gjaller
445-449	Valarde's Harp	805-808	Goodness/Evil Horn
450-454	Zunzalor's Harp	809-813	Hard Hearts Horn
455-458	Lyron's Harpsichord of Commanding	814-818	Haunting Pipes
	Building Liar	819-823	Headaches Bagpipes
459-463	Cool Hand Lute	824-827	Herdling Whistle
464-468		828-832	Horn of the Gray Waste

Wind Instruments

833-837	Kantele
838-841	Luck Flute
842-846	Pain Pipes
847-851	Pan Pipes
852-856	Panic Pipes
857-860	Peace Shakuhaci
861-865	Playing Flute
866-870	Plenty Horn
871-875	Rat Whistle
876-879	Recording Recorder
880-884	Reviving Bugle
885-889	Sacred Grove Horn
890-893	September Horn
894-898	Sewer Pipes
899-903	Sewer Pipes II
904-908	Shattering Bagpipes
909-912	Shoo Horn
913-917	Signaling Horn
918-922	Silver Flute
923-927	Sleeping Bugle
928-931	Sounding Pipes
932-936	Speaking Pipes
937-941	Stopping Whistle
942-946	Summoning Whistle
947-950	Training Whistle
951-955	Tritons' Horn
956-960	Uncontrollable Striding Horn
961-964	Valhalla Horn
965-969	Valor Horn
970-974	Vast Swamp Horn
975-979	Voices Horn
980-983	Waking Bugle
984-988	War Horn
989-993	Water Pipes
994-000	Wind Dancing Flute

73-74	Carnivorous
75-77	of Containment
78-79	Hot Air
80-81	Poison
82-83	Rust
84-86	Soap
87-88	of Traveling
89-90	Word
Beacons	
91-93	Arcane
94-95	Thayvian
Bison Skull Totems	
96-97	Bison Skull Totem
98-99	Kolkis's Evil
Boats	
100-102	Airboat
103-104	Canoe of Portage
105-106	Canoe of Travel
107-108	Desert
109-111	Small Folding
112-113	Large Folding
114-115	Folding Coracle
116-118	Frog
119-120	Goerl's Portable Canoe/Tackle
Box	
121-122	Hasty Barge of Nyr Dyv
123-124	House
125-127	Ice
128-129	Joukahainen's
130-131	Joukahainen's II
132-133	Mistboat
134-136	Portable Canoe
137-138	Quaal's Mystical Feather
Token	
139-140	Semektet Barge
141-143	Smuggler's
144-145	Storm Ride: of the Gearnat Sea
146-147	Theon's Folding
148-149	Tub of Sailing
150-152	Undersea
153-154	Underwater
155-156	Vainamoinen's
157-158	Xiphoid Xebec
159-161	Brass Horseman

Bridles	
162-163	of Acquiesce
164-165	of Control
166-167	of Control II
168-170	Golden
171-172	of Listening
173-174	Plane Shifter
175-177	of Soaring
178-179	of Speaking
180-181	of Taming
182-183	of Wings
184-186	Carrague's Iron Golem
Carts	
187-188	of Convenience
189-190	of Decks
191-192	Mouse
Castles	
193-195	Cloud
196-197	Cloud II
198-199	Celestial Planisphere
Chains	
200-202	Daisy
203-204	Danleor's Dungeon
205-206	of Transport
Chariots	
207-208	of Flames
209-211	Franklyn's Incredible
212-213	Hover
214-215	Myl's Mouse
216-217	of Ra
218-220	Underwater
221-222	of Vix
Chess Game	
223-224	Fextree

225-227	Khas
228-229	Magical
230-231	Marbol's
232-233	Chilling Snare
Coins	
234-236	of Almor
237-238	Bloodcoin
239-240	Copper
241-242	Cursed Copper Piece
243-245	Eight Diagram
246-247	Electrum
248-249	Equus
250-251	Gold
252-254	of Luck
255-256	Penny of Luck
257-258	Platinum
259-261	Raistlin's Cursed Money
262-263	Returning Penny
264-265	Silver
266-267	Cone of Communication
268-270	Continual Light Reflector
271-272	Control Doll
Crystal Balls	
273-274	I
275-276	II
277-279	III
280-281	IV
282-283	avec Clairaudience
284-286	Hypnosis
287-288	Eye of the Gods
289-290	Moredin's
291-292	Crystal Parrot
Crystal Warriors	
293-295	Diamond
296-297	Glass
298-299	Jade
300-301	Porcelain
302-304	Ruby
Cubes	
305-306	of Abilities
307-308	Bullion
309-310	of Calling
311-313	Cubic Foot
314-315	Cubic Gate
316-317	Cubic Yard
318-320	Daern's Instant Fortress
321-322	of Disabilities
323-324	of Farce
325-326	of Force
327-329	of Force II
330-331	of Frost Resistance
332-333	Glow
334-335	Ice
336-338	Khurgorbaeyag's Copper
339-340	of Liquid Cooling
341-342	of Luck
343-345	of Sweetness
Decks of Cards	
346-347	of Chance
348-349	Daffy
350-351	of Decking
352-354	Fortune Telling
355-356	of Illusions
357-358	of Illusions II
359-360	Janean's of Many Things
361-363	of Many Things
364-365	of Many Things II
366-367	Quarter
368-370	Sun
371-372	Tarot Deck of Many Things
373-374	Tracer
375-376	of Wondrous Power
Devices	
377-379	Passage
380-381	Time Journeying
Dice	
382-383	of Certain Wagering
384-385	of Chancelessness

Table P: Weird Stuff

Roll	Item Discovered
01-02	Enchanted Enhancements*
Anchors	
03-04	Aerial
05-06	Aerial II
07-09	Fishing
10-11	Hold Fast
12-13	Man
14-15	Seafaring
16-18	Cursed of Staying
19-20	Greater of Staying
21-22	Lesser of Staying
23-24	of Weight
25-27	Antennae of Triangulation
28-29	Apparatus of Kwalish
Arms	
30-31	of Doom
32-34	Silver of Ergoth
35-36	Silver of Ergoth II
Astrolabes	
37-38	Celestial
39-40	of Henrik
41-43	of Entrapment
Balls	
44-45	of Avian Attraction
46-47	Base
48-49	of Cosmetology
50-52	Cue
53-54	Elemental (Earth)
55-56	Elemental (Air)
57-59	Elemental (Fire)
60-61	Elemental (Water)
62-63	of Endless String
64-65	Foot
66-68	Onyx
69-70	of Power
Balloons	
71-72	Air

- Disks**
 386-388 of the Azure Sea
 389-390 Displacer
 391-392 of History
 393-394 Tenser's Tantalus
 395-397 **Dome of Shapes**
 398-399 **Dragonisle's Harbor Chains**
 400-401 **Dunhill's Spelljamming Apparatus**
 402-404 **Dynamo of Flying**
 405-406 **Edu'sascar**
 407-408 **Elemental Compass**
Figureheads
 409-410 of Blessing
 411-413 Cursed
 414-415 of Protection
 416-417 of Protection II
 418-419 of Wondrous Power (Attacks)
 420-422 of Wondrous Power (Disguise)
 423-424 of Wondrous Power (Speed)
Figurines
 425-426 Alabaster Griffon
 427-429 Amber Monkeys
 430-431 Cat of Felkovic
 432-433 Coral Dragon
 434-435 Dori's Obsidian Steed
 436-438 Emerald Frog
 439-440 Jade Snake
 441-442 Moonstone Rabbit
 443-444 Onyx Panther
 445-447 Opal Cats
 448-449 Silver Carp
 450-451 Tourmaline Turtle
 452-454 of Wondrous Power
Fire
 455-456 Cold
 457-458 Dark
 459-460 Gyregam
 461-463 **Folding Moat**
 464-465 **Flying Rockinghorse**
Fountains
 466-467 Lasko's Magical
Alternate World Gates
 468-469 Blackjack
 470-472 Laser Pistol
 473-474 Lute
 475-476 Medal
 477-478 Pocket Tool
 479-481 Star
 482-483 Violin Case
 484-485 **Gateway of Symmetry**
 486-488 **Ginzani's Riding Tack of Flight**
 489-490 **Glitterlode's Blessed Skyhooks**
Globes
 491-492 of Battleshroud Gas
 493-494 of Cirulon
 495-497 Glowing
 498-499 Glowing II
 500-501 Mervic's Gaseous
 502-503 of Purification
 504-506 Samzinna's of Putrification
 507-508 of Serenity
 509-510 Vision
 511-513 of Wisdom
 514-515 **Goldbug**
 516-517 **Golden Floor**
 518-519 **Guardian Tail**
 520-522 **Gravitic Stabilizer**
Spelljamming Helms
 523-524 Bardic
 525-526 Alarm Beacon
 527-528 Cloaking
 529-531 Death
 532-533 Forge
 534-535 Furnace
 536-537 Gnomish
 538-540 Grand
 541-542 Ki-
 543-544 Lifejammer
 545-547 Orbus
 548-549 Pool
 550-551 Pump
 552-553 Radiant
 554-556 Series
 557-558 Major
 559-560 Minor
 561-562 Ultimate
Horseshoes
 563-565 of Fleetness
 566-567 of Flying
 568-569 of the Gray Waste
 570-572 of Luck
 573-574 Obsidian
 575-576 of Petrification
 577-578 of Speed
 579-581 of a Zephyr
Huts
 582-583 Baba Yaga's
 584-585 Spirit
Idols
 586-587 Carnelian
 588-590 of Lolth
 591-592 Quentin's
 593-594 **Internal Conjunction Engine**
 595-597 **Ipsissimo's Black Goose**
Kites
 598-599 of Lightning
 600-601 of Reconnaissance
 602-603 of Signaling
 604-606 **Lapland Wool**
 607-608 **Larder of Holding**
 609-610 **Lighthouse**
 611-612 **Lithocentric Pendulum**
Locators
 613-615 Portal
 616-617 Planetary
 618-619 **Machine of Lum the Mad**
 620-621 **Magestar**
 622-624 **Magic Missile Device**
Masts
 625-626 Half
 627-628 Portable
 629-631 **Masthead of Durability**
Mice
 632-633 Amazing
 634-635 Magic
 636-637 **Mighty Servant of Leuk-O**
 638-640 Mill of Sampo
 641-642 Minyan
Mobiles
 643-644 Diamond and Silver
 645-646 Onyx and Steel
 647-649 Ruby Turquoise and Emerald
Nests
 650-651 of Eyes
 652-653 of Invulnerability
 654-656 of Life
 657-658 **Nithian Monolith**
 659-660 **Nithian Standard**
Oars
 661-662 Ether
 663-665 of Rowing
Oracles
 666-667 Blue of Greyhawk
 668-669 Brown of Greyhawk
 670-671 Green of Greyhawk
 672-674 Orange of Greyhawk
 675-676 Red of Greyhawk
 677-678 Violet of Greyhawk
 679-681 Yellow of Greyhawk
Orbs
 682-683 of Alignment
 684-685 of the Black Swamp
 686-687 Crystal
 688-690 of Distant Viewing
 691-692 of Draconic Influence
 693-694 Dragon
 695-696 of Dragonkind (Hatchling)
 697-699 of Dragonkind (Dragonette)
 700-701 of Dragonkind (Dragon)
 702-703 of Dragonkind (Great Firedrake)
 704-705 of Dragonkind (Eldest Worm)
 706-708 of Golden Death (Smoky)
 709-710 of Golden Death (Carnelian)
 711-712 of Golden Death (Garnet)
 713-715]
 716-717 of Holiness
 718-719 of Law
 720-721 of Radiance
 722-724 of Remote Action
 725-726 of the Silver Dragon
 727-728 **Orrery of the Inner Planes**
Pedestals
 729-730 Diamond of Blyphian
 731-733 Gold of Blyphian
 734-735 **Plank**
 736-737 **Plumalitter**
Pools
 738-740 Dimensional
 741-742 Golden
 743-744 Mellenaea's Portal
 745-746 of Tears
 747-749 **Portable Bridge**
 750-751 **Portable Shadow**
 752-753 **Portable Spring**
 754-755 Prosthesis
Rudders
 756-758 of Guidance
 759-760 of Guidance II
 761-762 of Maneuverability
 763-764 of Maneuverability II
 765-767 of Propulsion
 768-769 of Propulsion II
 770-771 of Speed
Saddles
 772-774 of Flying
 775-776 of Secure Riding
 777-778 of the Spirit Horse
 779-780 of Stability
 781-783 of Taming
 784-785 Torloch's of Comforts
Sails
 786-787 Black of Schnai
 788-789 Invisible
 790-792 of Maneuverability
 793-794 **Sargasso Detector**
 795-796 **Shade of the Shadow**
Ships
 797-799 Earth and Sea
 800-801 Frey's
 802-803 Galley of the Gods
 804-805 Halruan Skyship
 806-808 of Pearl
 809-810 Phaseship
 811-812 Ship-in-a-Bottle
 813-814 **Ship's Wheel of Maneuverability**
Skulls
 815-817 Ebon
 818-819 Mezin's
 820-821 Singing
 822-824 Spirit
 825-826 Talking
Sledges
 827-828 Joukahainen's Golden
 829-830 Vainamoinen's
 831-833 **Sounder**
 834-835 **Spelljammer Detector**
Spheres
 836-837 of Annihilation
 838-839 of Darkness
 840-842 of False Calling

Spheres	
843-844	Gax's of Annihilation
845-846	Glain's Crystal
847-848	Karnrohb's Airy
849-851	Mierest's Starlit
852-853	Thaddigren's Glowglobes
854-855	of Warning
856-858	Spiderwalker
859-860	Springerie
861-862	Standing Stone
Statues	
863-864	Boli
865-867	Corellon's Crystal
868-869	Golden
870-871	Old Salt of Power
872-873	Scorpion Ward
874-876	Singing
877-878	Singing II
879-880	Stone Horse (Courser)
881-883	Stone Horse (Destrier)
884-885	of Substitution
886-887	Xanthippe of Annoyance
888-889	Stick of Standing
890-892	Stirrups of Horsemanship
893-894	Timberbane's Chopper-Ripper
Transportation	
895-896	Chemcheaux Teleport Pad
897-898	Transportation Chamber
899-901	Transporter Pad
902-903	Trap-Springer
Trees	
904-905	Great
906-908	of Malice
909-910	of the Ravens
911-912	of Unending Lamentation
913-914	of Venom
Turrets	
915-917	Light
918-919	Medium
920-921	Heavy
922-923	Tvashtri's Pinwheel
924-926	Tzolo's Guardian
927-928	Unseen Ship Crew
Wells	
929-930	of Dreams
931-932	of Many Worlds
933-935	Sambar Oracle
Wheels	
936-937	of Burning
938-939	Fairy's
940-942	of Fire
943-944	of Floating
945-946	of Fortune
947-948	Hasty
949-951	of Keening
952-953	of Lighting
954-955	of Maneuverability
956-957	of Misfortune
958-960	Square
961-962	Wind Fire
963-964	Winch of Power
965-967	Wind Howdah
Wings	
968-969	Dragon
970-971	of Flying
972-973	Sigh Danovitch's of Flying
Wo-ha Ui-jung	
974-976	Standing Monkey
977-978	Squatting Toad
979-980	Sitting Monkey
981-982	Sitting Bull
983-985	Sitting Dog
986-988	Standing Bear
989-991	Leaping Fish
992-994	Laughing Hare
995-997	Dancing Hart
998-000	Coiled Dragon

Table Q: Humorous Items

Roll	Item Discovered
01-20	Enchanted Enhancements*
21-40	Apparatus of Spiki Owns
41-61	Ardraen's Refresh.
	Simulacrum
62-81	Armband of Music
82-102	Arrow of Sleighing
103-122	Awl of the Above
123-142	Awl Out
143-163	Bowling Ball
164-183	Barrel of Monkeys
184-204	Blowgun of Wild Emotions
205-224	Bottle of Boos
	Blashphor's Baby Care Products
225-244	Magical Diapers
245-265	Crib of Pushing
266-285	Blashphor's Cradle
286-306	Blashphor's Diapers
307-326	Blashphor's Nursery
327-346	Brassier of Defense
347-367	Batting Cage
368-387	Handkerchief of Flirting
388-408	Holy Terror Hockey Stick
409-428	Hoop of the Roller Hoopers
429-448	Liar of Building
	Merty's Marvelous Marketplace
449-469	Magical Markers
470-489	Magnificent Mattress
490-510	Marvelous Marble
511-530	Masculine Macho-Musk
531-550	Masterful Muffler
551-571	Miraculous Mistmaker
572-591	Mud Masque
592-612	Multiplanar Mushroom
613-632	Munificent Match
633-652	Musical Menagerie
653-673	Mysterious Mug
674-693	Mystic Mustard
694-714	Mythic Muskmelon
715-734	Omelet of the Planes
735-754	Minions of Set
755-775	Ring of Spell "Turning"
776-795	Robe of Blending II
796-816	Robe of Blending
817-836	Rod of Cancellation
837-856	Hill Seed
857-877	Mountain Seed
878-897	Skates of the Roller Hoopers
898-918	Staff of Striking II
919-938	Sweatsuit
939-958	Sword of Babette Maelstrom
959-979	Sword of Underwear
	Snatching
980-000	Yo-Yo of Fate

Table R: Armor and Shields

To randomly armor, roll on first on **Table R1** to determine the type. If the result is *Special*, roll on **Table R3**; for any other outcome, roll on **Table R2** to find the bonus or penalty. In many cases, the description of a special piece of armor rolled on **Table R3** gives the item a predetermined bonus. If this is not the case, the DM should roll on **Table R2** to find the magical bonus or penalty of the item when used in defense. Even if the item has a predetermined bonus or penalty, the DM may roll on **Table R2** in order to achieve true randomness.

Whether the armor is generic or special, DMs are encouraged to turn to the section in the *ENCYCLOPEDIA MAGICA* detailing that specific item. Each weapon and armor

section contains random charts that detail other types of equipment. For instance, if 404 was rolled on **Table R1** and 14 on **Table R2**, *armor* +2 is the result. Now, if you turn to page 69 and roll again, a player could be given a *lorica segmenta* +2, *plate mail* +2, or any number of other possibilities rather than generic *armor* +2.

Table R1: Generic Magical Armor

001-491	Armor
492-527	Barding
528-539	Bonnet
540-576	Caparison
577-952	Shield
953-000	Special (Roll on Table R3)

Table R2: AC Adjustment for Armor

Roll	AC Adj	XP Value	GP Value
01-02	-1	-	+0
03-10	+1	+500	+5,000
11-14	+2	+1,000	+10,000
15-17	+3	+1,500	+15,000
18-19	+4	+2,000	+20,000
20	+5	+3,000	+30,000

Table R3: Special Magical Armor

Roll	Item Discovered
01-06	Enchanted Enhancements*
of Valor	
07-12	Gauntlet of Valor
13-18	Vambrace of Valor
19-24	Couter of Valor
25-30	Rerebrace of Valor
31-36	Pauldron of Valor
37-42	Rerebrace of Valor
43-48	Vambrace of Valor
Armor	
49-54	Abbathor's
55-60	of Absorption*
61-66	of Acidic Secretion*
67-72	Anything
73-78	Aquatic*
79-84	Aquatic With Free Action*
85-90	Arcane
91-96	Arvoreen's Chain
97-103	Aslyferund's
104-109	of Blackflame
110-115	of Blending*
116-121	Blue of the Crystallist
	Mountains
122-127	Bradley's Leather
128-133	Callarduran Smoothhands's
	Chain
134-139	of Charm*
140-145	of Comfort*
146-151	of Command*
152-157	of Concealed Wizardry*
158-163	of Continual Cleanliness*
164-169	of Coolness*
170-175	of Cure Wounds*
176-181	of the Desert Evening
182-187	Dragonarmor
188-193	Eastern Wooden
194-199	of Elix
200-206	of Electricity
207-212	Elven Chain
213-218	of Energy Drain*
219-224	of Etherality*
225-230	of Ethereality
231-236	of Ethereality II
237-242	White Dragon
243-248	Black Dragon
249-254	Green Dragon
255-260	Blue Dragon

Armor

261-266	Red Dragon
267-272	of Fear*
273-278	of Fear II
279-284	of Flight*
285-290	of Gaseous Form*
291-296	Gnarldan's
297-303	of Haste*
304-309	of Healing*
310-315	Heimdall's
316-321	Heimdall's White
322-327	of Horus
328-333	Ilneval's Red Chain
334-339	Indra's Golden
340-345	of Invisibility*
346-351	Keolish Plate of the Seas
352-357	Kumakawa
358-363	Laeral's Storm
364-369	Lemmikainen's
370-375	of Missile Attraction*
376-381	Mourner's
382-387	Oyori of the Unknown Warrior
388-393	Plate of Solamnus
394-399	of Possession*
400-406	of Presence
407-412	Quirk*
413-418	of Rage
419-424	Rainbow
425-430	Raji's of the Desert Evening
431-436	Red of the Hellfurnaces
437-442	Red Dragon Scale
443-448	of Reflection*
449-454	Remove Curse*
455-460	Scale of Horus
461-466	Skoriaan's Drow Chain
467-472	of Solannia
473-478	Surtr's Iron
479-484	of Swimming*
485-490	of Temperature Control*
491-496	Tulen's Plate of Etherealness
497-502	of the Undead
503-509	of Underwater Action*
510-515	Voice of Heroes
516-521	of Vulnerability*
522-527	of Vulnerability II*
528-533	of Warmth*
534-539	White of the Griff Mountains

Barding

540-545	of Deceptive Travel
546-551	of Easy Travel
552-557	of Flight
558-563	Magical
564-569	of Missile Protection
570-575	Morgan's Horse

Bonnets

576-581	Horn
582-587	War

Caparisons

588-593	Armored
594-599	of Comparison
600-606	of Enslavement
607-612	of Protection
613-618	of Silence
619-624	of Sustenance

Shield

625-630	Abbatior's
631-636	of Absorption
637-642	Aegis
643-648	Aegis II
649-654	Athena's
655-660	of Blow Turning
661-666	of Charm
667-672	of Concealed Wizardry
673-678	Copper
679-684	of Cure Wounds
685-690	Death Watch Beetle
691-696	Discus
697-702	of Dragon Protection

703-709	Dragonscale
710-715	Dragonshield
716-721	Dzance's Guardian
722-727	of Electricity
728-733	of Energy Drain
734-739	of Energy Drain II
740-745	of Ethereality
746-751	Fire's
752-757	of Fly
758-763	of Gaseous Form
764-769	Goblin of the Pomarj
770-775	of Greyhawk
776-781	Grimjaw
782-787	of Haste
788-793	Hastsezini's
794-799	Hawkstone's Bulwark
800-805	Holy
806-812	of the Holy
813-818	of Huma
819-824	of Invisibility
825-830	Kirith-Kanoi
831-836	Laduguer's
837-842	Laeral's Spell
843-848	of Lorin
849-854	Magical Defense
855-860	Medicine
861-866	of Medusae
867-872	Missile Attractor
873-878	Missile Deflector
879-884	Noj's Missile Attractor
885-890	of Olynthos
891-896	Petrified*
897-902	of Proof Against . . .
903-909	of Proof against Cold
910-915	of Proof against Electricity
916-921	of Proof against Fire
922-927	Quirks
928-933	Raji's of the Holy
934-939	of Reflection
940-945	of Remove Curse
946-951	Reptar's Wall
952-957	Shoon's Buckler
958-963	Sticky
964-969	Thurbrand's Protector
970-975	Tortoise
976-981	Thillionian of Berserking
982-987	White
988-993	Wood-Iron*
994-1000	Yondalla's

Table S: Weapons

To select a weapon at random, roll on **Table S1**. If *Special* is not the result, roll on **Table S2** to find the bonus or penalty. If **Table S1**, *Special*, is the result, roll on **Table S3**. In many cases, the description of a special weapon on **Table S3** has a pre-determined bonus. If this is not the case, or you wish a truly unique result, roll on **Table S2** to find the magical bonus or penalty for the item.

Always turn to the section of the encyclopedia that details that type of weapon. At the beginning of each major entry is a random chart that names other varieties of that particular weapon. For instance, if you rolled 352 on **Table S1** and 15 on **Table S2**, a *hammer* +2 was the result. If you turn to page 551 and roll again, you could give the player a *mallet* +2 or a *spiked-back zagnal* +2. There are any number of possibilities.

Table S1: Generic Magical Weapons

Roll	Generic Magic Weapon
01-97	Arrow
98-100	Quarrel (Bolt)

101-102	Arrowhead
103-143	Axe
144-146	Ballistae
147-148	Battering Ram
149-151	Blowgun
152	Bombard
153-206	Bow
207-213	Crossbow
214-216	Catapult
217-223	Club
224-302	Dagger
303-332	Dart
333-343	Flail
344-372	Hammer
373	Harpoon
374-380	Javelin
381-387	Jettison
388-404	Lance
405-440	Mace
441-442	Mattock
443-473	Net
474-505	Polearm
506-513	Quiver
514-522	Sickle
523-526	Sling
527	Sling Bullet
528	Slingstone
529-555	Spear
556-559	Spelljamming Ram
560-958	Sword
959-960	Throwing Stars
961-974	Whip
975-1000	Special (Roll on the Table S3)

Table S2: Attack Adjustments for Weapons

	Sword	XP	Wpn	XP	GP
Roll	Adj	Val	Adj	Val	Val
01-02	-1	-	-1	-	+0
03-10	+1	+400	+1	+500	+5,000
11-14	+2	+800	+1	+500	+5,000
15-17	+3	+1,400	+2	+1,000	+10,000
18-19	+4	+2,000	+2	+1,000	+10,000
20	+5	+3,000	+3	+2,000	+20,000

Table S3: Special Magic Weapons

Roll	Item Discovered
01	Enchanted Enhancements*
02	Weapon Enhancements*
03	Accelerator
Arrows	
04	Abaris's
05	Acid
06	of Aggravation
07	Antimagic
08	Apollo's
09	of Attraction
10	of Biting
11	Black of luz
12	of Blinding
13	of Blinking
14	Bolt of Lightning
15	of Bow-Breaking
16	of Burning
17-18	of Charming
19	of Charming II
20	of Clairaudience
21	of Clairvoyance
22	of Climbing
23	of Connection
24	of Curing
25	of Darkness
26	of Detonation
27	of Direction
28	of Disarming
29	of Disintegration

Arrows					
30	of Dispelling	111	Brihaspati's	189	of Vampire Slaying
31	of Distance	112	of Brotherhood	190	Heracles's
32	of Draconian Slaying	113	Callarduran Smoothhands's	191	Hiatea's Long
33	Elven	114	Cursed Battle	192	Ice Fang
34	of Enchantment	115	of Cutting	193	Illusory
35-36	of Explosions	116	Deathstriker	194-195	Indra's
37	of Extended Range	117	of the Dwarvish Lords	196	Iron of Gesen
38	Faerie Fire	118	of Enchantment	197	Joukahainen's Crossbow
39	of Fire	119	Frostreaver	198	Last Shot
40	Fire Seed	120	Gari Glittergold's Battle	199	of Levitation
41	Fire Trap	121	Gnarldan's Battle	200	of Lir
42	Flaming	122	Hastseltsi's Hand	201	of Marksmanship
43	of Flying	123-124	Hastsezini's Hand	202	of Neverending Arrows
44	of Force	125	of Hurling	203	Oberon's
45	of Harm	126	Lortz's Battle	204	Odin's
46	of Holding	127	Maglubiyet's	205	Phantom
47	of Holding II	128	Might of Heroes	206	Rudra's
48	of Ice	129	Molydeus's	207	Sarge
49	of Illumination	130	Motopua	208	Shichi's Daikyu
50	Illusory Missile	131	Nanna Sin's Black	209	Solonor Thelandira's
51	of Justice	132	Nomog-Geaya's Hand	210	of Speed
52-53	of Law	133	Pickaxe of Piercing	211-212	Underwater Crossbow
54	of Light	134	Rocksplitter	213	of the Unicorn
55	of Lighting	135	Sampsa's Golden	214	Valis's
56	of Lightning	136	Shag's Battle	215	of Vampire Slaying
57	Lycanthrope Slayer	137	Sulward's	216	of Warning With Curse
58	Maglubiyet's Wounding	138	Thor's Kiss	217	of Warning Without Curse
59	of Misdirection	139	Throwing		
60	Missile Weapon of Accuracy	140	Thumb Height Man's	Catapults	
61	Missile Weapon of Distance*	141-142	Torshorak	218	Light
62	of Multiplicity	143	Tunnelrunner's	219	Medium
63	Nilbog	144	Withering Pickaxe	220	Heavy
64	Oberon's of Subduing	145	of the Woodsman	Clubs	
65	Oberon's of Slaying	146	Zebulon's of Leaving	221	Aegir's
66	of Paralyzation	147	Zzzzzz's of Snoring	222	Bronzewood Cudgel
67	of Penetrating			223	Daghdha's
68	of Penetration	Ballistae		224	Druid's Cudgel
69	of Perseverance	148	Heavy	225	Fire's
70-71	of Piercing	149	Light	226	Great Stone
72	of Polymorphing	150	Medium	227	Grolantor's
73	of Pursuit	Battering Rams		228	Crutch of Lightning
74	Quarrel of Biting (Acid)	151	Bigby's Demanding	Daggers	
75	Quarrel of Biting (Normal)	152	Magical	229-230	Abbathor's
76	Quarrel of Biting (Poison)	Blowguns		231	Alignment Detection
77	Red	153	of Accuracy	232	Aphrodite's
78	of Refilling	154	of Distance	233	Armor Piercing
79	of Returning	155	Hawk	234	Baravar Cloakshadow's
80	of Rock Piercing	156	Bombard	235	of Blackflame
81	of Roping	Bows		236	Blade of Banishing
82	of Scent Detection	157	Aasimon	237	Bladestar
83	of Screaming	158-159	of Accuracy	238	Brandobaris's
84	of Screaming II	160	Ajagava	239	Buckle Knife
85	of Seeking	161	of Anshan	240	Buckler Knife
86	of Seeking II	162	Black	241	Ceremonial
87	of Set	163	Brihaspati's	242	Chih-Nii's
88-89	of Signaling	164	of the Centaurs	243	Chill Blade
90	of Silence	165	Corellon's Long	244	of Concealment
91	of Sinking	166	Crossbow of Accuracy	245	of Defiance
92	of Slaying	167	Crossbow of Angling	246	Dolphins' Bane
93	of Slaying II	168	Crossbow of Distance	247-248	of Doomwarding
94	of Slaying III	169	Crossbow of Enchantment	249	Dragon Fang
95	of Slaying IV	170	Crossbow of Klee	250	Dragonfang
96	Snake	171	Crossbow of Multiplication	251	Elven
97	of Speaking	172	Crossbow of Speed	252	of the Evil Eye
98	Stun Bolt	173	Crossbow of Speed II	253	Eviscerator
99	of Stunning	174	Cursed	254	Fang
100	Stirge's Bite	175	of Distance	255	Fang of the Nosferatu
101	of Teleporting	176-177	of Doubling	256	Flying
102	of Transporting	178	Eagle	257	Flying II
103	Wooden	179	of Enchantment	258	Freya's Fiery
104	of Wounding	180	Firebow	259	Frigga's
105-106	Arrowhead of Marking	181	Fire Teeth	260	Golemblight
Axes		182	of the Forest	261	Grimwald's
107	Agni's Red	183	Gem	262	Guardian Blade
108	Ama-Tsu-Mara's Vorpal	184	Goblins' Bane	263	Hastseltsi's Throwing
109	Arumdina	185	Hastsezini's	264-265	Hecate's
110	Azuredge	186	Hawk	266	Hornblade (Knife size)
		187	Heartseeker	267	Hornblade (Dagger size)
		188	of Heartseeking	268	of Illusory Metal

Daggers		347	Bargrivyek's	423-424	True Dragonlance
269	of Impaling	348	Battle Star	425	Venom
270	Iyarin's Flying	349	of the Desert Kings	426	Wind's
271	Jump	350	Dragonflail	Maces	
272	Kiaransalee's	351	Fleeting	427	Astral Deva
273	Knife of Continual Sharpness*	352	Morning Star of Detection	428	Bael's Morning Star
274	Knife of Sharpness	353-354	Multiple Rod of Dancing	429	Berronar Truesilver's
275	Koalinth Slayer	355	Osiris's Royal	430	Black
276	Loki's Envenomed	356	Pharaoh's	431	of Crushing
277	Longtooth	357	Gnomish Sweeper	432	of Darkness
278	Mageslayer	Hammers		433	Diamond
279	of the Magius	358	Aegis-Fang	434	of Disruption
280	Mervic's	359	Air	435	Driver
281	Nut's Black	360	Colgomere's of Thunderbolts	436	Expeller
282-283	of Quickness	361	Delzoun's Fist	437	Great Golden of the North
284	Rabbitslayer	362	Dwarf Thrower	438	Great Holy Icon
285	Random Target	363	Dwarf Thrower II	439	Hruggek's Morning Star
286	Resource	364	Flandal Steelskin's	440	Ironstar
287	Rust Blade	365	Gaerdal Ironhand's	441-442	Mace-Wand
288	Rutterkin Sling Blade	366	Goibhniu's War	443	Memnor's Morning Star
289	Sahuagin Dolphin	367	Hephaestus's	444	Muamman Duathal's
290	of Set	368	Kostchtchie's	445	Nebelun's
291	Soma's	369	Kostchtchie's II	446	Nightbringer
292	of Sounding	370-371	of Life	447	of Pain
293	Speaking	372	Mallet of Luck	448	Raiden's
294	Spider Fang	373	Maul of the Titans	449	Shadowcaster
295	Sung Chiang's	374	Mjolnir II	450	Skull
296	of Throwing	375	of Nailing	451	of Spellwarding
297	of Throwing II	376	Nai No Kami's	452	of St. Cuthbert
298	Throwing of Returning	377	of Penetration	453	of St. Cuthbert II
299	Tooth of Torm	378	Runehammer	454	of St. Cuthbert III
300-301	of Truth	379	of Silence	455	Staff-Mace
302	Tufala's Jambiya	380	Storm	456	Storm Star
303	Tvashtri's	381	Stronmaus's of Thunderbolts	457	Tadron's
304	of Vengeance	382	of Thunderbolts	458	Undeadbane
305	of Venom	383	of Vengeance	459-460	Undeadbane II
306	Werebane	384	of Vitroin	461	Varuna's
307	Xochiquetzal's	385	Whelm	462	Warstar of the Manticore
308	Yama's	386	Winged	Mattocks	
Darts		Harpoon		463	Dumathoin's
309	of Biting	387	Magical	464	of the Titans
310	of Blinking	Helmseekers		Nets	
311	of Branding	388-389	Accelerator	465	Ashley's of Entrapment
312	of Charming	390	Ballista	466	Drag
313	of Climbing	391	Bombard	467	of Entrapment
314	of Curing	392	Catapult	468	of Fishing
315	Death	393	Great Bombard	469	Hare
316	Death II	394	Greek Fire	470	Hiatea's of Weakness
317-318	of Disarming	395	Jettison Medium	471	Hiatea's of Feeblemind
319	of Dispelling	Javelins		472	Hiatea's of Petrification
320	of Flying	396	Cursed	473	of Landing
321	of Homing	397	of Distance	474	Loyal of Restraint
322	of the Hornets' Nest	398	Hruggek's of Lightning	475	of Plenty
323	Illusory Missiles	399	Huitzilopochtli's	476-477	of Profit
324	of Light	400	of Lightning	478	Safety
325	of Lighting	401	of Piercing	479	of Snaring
326	of Penetrating	402	Sunbolt	480	of Snaring II
327	of Refilling	Jettisons		481	of Sneering
328	of Screaming	403	Light Magical	482	of Spirit Snaring
329	of Seeking	404	Medium Magical	483	Webnet
330	of Sinking	405	Heavy Magical	484	Webnet II
331	of Slaying	406-407	Light Magical II	485	of Worth
332	of Speaking	408	Medium Magical II	486	Noisesome Spirit Chaser
333	of Stunning	409	Heavy Magical II	Paddleboard	
334	Svirfnebli	Lances		487	Magical
335-336	of Teleporting	410	Anhur's	488	of Wondrous Transformation
337	of Transporting	411	Copper	Pellets	
338	of Wounding	412	Death	489	Flash
339	Discus of Disenchantment	413	Footman Dragonlance	490	Flash II
Explosive Devices		414	Mounted Dragonlance	Polearms	
340	Dimensional Mine	415	of Fire	491	Baphomet's Bardiche
341	Dimensional Mine II	416	Hastsezini's Lance of	492	Belial's Military Fork
342	Ellister's Dimensional Mine	417	Izanagi's	493	Blessed Trident
343	Helm Bomb	418	Lesser Footman's Dragonlance	494-495	of Commanding Water
344	Spelljamming Mine	419	Lesser Mounted Dragonlance		Creatures
345	Wethilion's Time Bomb	420	of Piercing	496	Fisher's Trident of Fish
Flail Weapons		421	Puchan's Golden		Command
346	Bael's Morning Star	422	Tribal	497	Fork of Jabbing

Polearms

498	Fork of Travel
499	Lacedonbane
500	Mephistopheles's Fork
501	Niord's Great Trident
502	O-Wata-Tsu-Mi's Jade Trident
503	Persana's Trident
504	Pitchfork of Penetration
505	Poseidon's Trident
506	Reptilebane
507	Rutterkin Polearm
508	Saw-Toothed Glaive
509	Trident of Elemental Death
510	Trident of Fish Command
511	Trident of Fish Control
512-513	Trident/Military Fork
514	Trident of the Oljatt Sea
515	Trident of the Phlogiston
516	Trident of Submission
517	Trident of Warning
518	Trident of Yearning
519	Uluth'gak's Gythka
520	Water Elemental Slayer
521	Wave
522	Zazen Washio's Trident

Quivers

523	of Arrow Storing
524	Black
525	of Ehlonna
526	Frief's Magical
527	Never Empty
528	of Returning
529-530	of Wrong Returning
531	Rutterkin Snap-Tong

Shot

532	Elmarin Cannon Call (Dust)
533	Elmarin Cannon Call (Ring)
534	Elmarin Cannon Call (Snow)
535	Elmarin Cannon Call II (Shatter)
536	Elmarin Cannon Call II (Skunk)
537	Elmarin Cannon Call II (Termite)
538	Elmarin Cannon Call III (Warp)
539	Elmarin Cannon Call III (Shrapnel)

Sickles

540	Ahto's
541	Black
542	Cronus's
543	Gaea's Black
544	Golden
545	of the Harvest
546	of Lycanthropy
547-548	Scythe of Pain

Slings

549	Blackslings
550	Bolas of Sunlight
551	Finniginn's
552	of Seeking
553	Sling Bullet of Impact
554	Slingstone of Pulverizing

Spears

555	of Accuracy
556	Ares's
557	Athena's
558	Backbiter
559	Black Kumade
560	Demeter's
561	Gae Bolg
562	Goibhniu's
563	Gruumsh's
564	Gungnir
565-566	Gungnir II
567	Hadrion's
568	Heartseeker
569	Heartseeker II
570	Heartwood
571	Hiatea's

572	of Obliteration
573	of Panic
574	of Paralysis
575	Returning
576	Sharksbane
577	Smokespear
578	Sparkling
579	of Vix
580	of Yang
581	Zeus's

Spelljamming Rams

582-583	Blunt
584	Grappling
585	Piercing

Swords

586	Aasimon
587	of Abhorrence of Shape
	Changers
588	Adjatha the Drinker
589	Albruin
590	Amatsu-Mikaboshi's
591	Anduvor
592	Angurvadal
593	Annacon
594	Ansanther
595	The Answerer
596	The Answerer II (Rebutter)
597	The Answerer III (Scather)
598	The Answerer IV (Replier)
599	The Answerer V (Retorter)
600-601	The Answerer VI (Squelcher)
602	The Answerer VII (Backtalker)
603	Anton's Vorpall Blade
604	of Arak
605	Arbane's of Agility
606	Ar'ondight
607	Arvoreen's
608	of Arvoreen
609	of Assassination
610	Aziza's Scimitar of Dancing
611	of Azor'alq
612	of Backstabbing
613	Balisarda
614	Balmung
615	Balor
616	Bamboo Scimitar
617	Bane of Enchanted Beings
618-619	Bane of the North
620	Barnus's Gnomebane
621	of Bast
622	Belenus's
623	of the Believer
624	Benn Griff's
625	Berserk Dancing
626	Black
627	Black Flame
628	Blackflame
629	of Blackflame
630	Blackjammer's Cutlass
631	Blackrazor
632	Blade of Black Ice
633	Blade of Corusk
634	Blade of Lathander
635-636	Bladeless
637	Blood Drinker
638	Bloodletter
639	Bloodsword
640	Blue Dragon Bane
641	Brightblade
642	Caeren-Uroth
643	Calathangas
644	Canopa's
645	Captain's
646	Casterbane
647	Celestial Fury
648	Chainsword
649	of Charm Person
650	Chopping

651	Clamorour
652	of Cleaving
653-654	Colada
655	of Cold
656	Companion
657	Corellon's
658	Corthalis
659	Courtain
660	of Cowardice
661	Crusader
662	Crysomor
663	Cuprumbane
664	Cursed
665	Cursed II
666	Cursed Berserker
667	Cutter
668	of Cymrych Hugh
669	Cyric's
670	Dale
671-672	of Dancing
673	Dancing of Bronze
674	Dancing of Lightning
675	Darius's
676	Death-to-Monsters
677	Deep Sashelas's
678	Defender
679	Desert Blade
680	Dragonbait's Holy Avenger
681	Dragon Claw
682	Dragon Crippler
683	Dragon Slayer
684	Dragonslayer II
685	of Dragon Slaying
686	Drain Life Energy
687	Draxalon Defender of
	Feminine Virtue
688-689	Dreamsinger
690	Dugmaren Brightmantle's
	Broad sword
691	Durandan
692	Dyerwaen
693	of the Ebon Flame
694	Ebonbane
695	The Edge
696	of Efreeti Slaying
697	Elkhorn's
698	Elqillar
699	Elven
700	Elven II
701	Emperor's
702	Enchanted of Sylaire
703	Equalizer of Gran March
704	Everstriking
705	Evil Wyrmslayer
706-707	Evithyan's Blade
708	Excalibur
709	Excalibur II
710	Excalibur III
711	Farrinae
712	Fate's Promise
713	Fiendbane
714	Final Word (Answerer)
715	Final Word (Back-talker)
716	Final Word (Concluder)
717	Final Word (Lastquip)
718	Final Word (Rebutter)
719	Final Word (Replier)
720	Final Word (Retorter)
721	Final Word (Scather)
722	Final Word (Squelcher)
723	Finder
724-725	Fionnghuala's
726	Fist of Odin
727	Flamberge
728	Flame Blade
729	Flame of the North
730	Flame Tongue
731	Flames on Command

Swords

732	Flaming	812-813	Lafarallinn's	895	Scimitar of Speed
733	Flaming II	814	Lancelin's	896	Scorbane
734	Floating Blade of Shin Lu	815	Laprov	897	Scourge of Regenerators
735	Flying Scimitar of Tusmit	816	Lassiviren's	898	Serpent Slicer
736	Foebane	817	Lemmikainen's	899	Sess'innek's Two-Handed
737	Foefinder	818	Life Saver	900-901	Sess'innek's One-Handed
738	Forseti's	819	Life Stealing	902	Seventh Blade
739	Frey's	820	Life Taker	903	Shadowsword
740	Frey's II	821	of Light	904	Shalandain's Holy Avenger
741-742	Frey's Two-Handed	822	Lightning Blade	905	of Shame
743	Frey's Two-Handed II	823	Locate Object	906	Sun Blade, Sh'arien
744	Freya's Frost Brand	824	Elven of Luck	907	of Sharpness
745	of Friendship	825	Luck Blade	908	Shazzellim
746	Frost Brand	826	Lydia's Broad sword	909	Shichi's Katana
747	Galanti	827	of Lyons	910	Shimmering Blade of Shin
748	Gemsword	828	Malign		Ginsen
749	Genie Slayer	829	Madoc's	911	Shina-Tsu-Hiko's
750	Genies' Bane	830-831	Mamluk of Obedience	912	Shock Blade
751	Genies' Bane (Dao) II	832	of Mammal Slaying	913	Shu's
752	Genies' Bane (Djinn) II	833	Mantooth	914	Sif's
753	Genies' Bane (Efreet) II	834	Mantooth II	915	Singing
754	Genies' Bane (Marid) II	835	Maroon	916	Siva's Scimitar
755	Genieblight	836	Mayonaka's Silver Katana	917	of Skewering
756	Geniescourge	837	Melior	918-919	Slayer
757	Giant Slayer	838	Meredin's Luck Blade	920	Snakebane
758	of Giant Slaying	839	Mimung	921	Snoop
759-760	of the Giants	840	Mitra's of Light	922	Snow on the Mountain
761	Githyanki Knight's Silver	841	Monster Slayer	923	Soulblade
762	Githyanki Leader's Silver	842	Moon Blade	924	of Souls
763	Glorius	843	Morglay	925	Soulseeker
764	Goblinvolent	844	Movanic Deva	926	Special
765	of the Golden Gulf	845	Naesowen (Ghost Blade)	927	Spectral
766	Golembane	846	Nagelring	928	Spellbinder
767	Gram	847-848	Namara Neversleep	929	Spellblade
768	Grankhul's	849	Neekar	930	Stalker
769	Graz'tz's	850	Nepanth	931	Starfall
770	Greenswathe	851	of Night	932	Stonefist
771	Gregory's Holy Avenger	852	Nightwatcher	933	Stormbringer
772	Grinthane	853	Nightwind	934	Sun Blade
773	Guardian Blade	854	Nine Lives Stealer	935	Sunsword
774	Hachiman's	855	Nine Steps Draining	936-937	Surt's Flaming
775	Hades's	856	Nomog-Geaya's Broad sword	938	Surya's of Light
776	Harmonizer	857	Oberon's	939	Susanoo's Blue
777-778	Harpo's Orcslayer	858	of Odin	940	Susk
779	Hawksblade	859	Odin's	941	Sylabra
780	Heart of Stone	860	of Olynthos	942	Syrar's Silver
781	Heartseeker	861	Owen's	943	Taragarth
782	Heimdall's	862	Paramel	944	Tarl Vanovitch's Sun Blade
783	Hel's	863	Partisan	945	Tefnut's
784	Ho Masubi's	864	Peacemaker	946	Tideripper
785	Hofud	865-866	Peregrine's	947	Timesweep
786	Holy	867	Phantom	948	Token
787	Holy Avenger	868	Philippian	949	Tri-Entity
788	Holy Revenger	869	Piercer	950	Troll's Bane
789	of Honor	870	Plak's	951	Twinkle
790	Hornblade	871	of the Planes	952	Tyr's of Sharpness
791	of Horus	872	Poisonsword	953-954	Undead Slayer
792	Ice Claw	873	Porpherio's	955	Uranus's
793	Ilbratha (Mistress of Battle)	874	Purta Blue's	956	Vainamoinen's
794-795	Ilneval's Broad sword	875	of Quickness	957	Vainamoinen's II
796	Ilyana	876	Ratri's	958	Vampiric Regeneration
797	Indra's Flaming	877	Red Death	959	Vanya's Wrath
798	of Insanity	878	Red Robin	960	Vasgo
799	of Intercession	879	Red Sabre	961	Vergadain's Broad sword
800	Ironfang	880	Redeemer	962	Vhaeraun's
801	Jaysen's Magebane	881	Rel Astran of Enmity	963	Vorpal
802	Joyeuse	882	Ren's of Dancing	964	Vorpal II
803	Justicer	883-884	Reptilian Legionnaire	965	Warbringer
804	Kabal	885	Retaliator	966	Warlord Blade of the Shield
805	Kaldair Swiftfoot's	886	Retaliator II		Lands
806	Kali's	887	Rutterkin Flatchet	967	Weasel
807	Karali's Silver	888	of the Sands	968	Whirlwind Blade
808	Kirren's Frostbrand	889	Sauvagine	969	White
809	Kullervo's	890	Savitri's	970	of the Wild Coast
810	Kura (The Darkness)	891	Scale Cleaver	971-972	Willow Wand
811	Kusunogi no Tsurugi (Grass	892	Scales of Justice	973	of Wishes
	Quelling)	893	Scalebane	974	Woodhold
		894	Schakha	975	of Wounding

Swords

976	Wyrmscleaver
977	Wyrmsbane
978	Wyrmsbane II
979	Wyrmslayer
980	Wyrmsvenin
981	Xiphoid Xebec
982	Yondalla's
983	Zenchoo Katana
984	Zinzerena's

Throwing Stars

985	of Ojy-do
986	of Returning

Whips

987	of Amatar
988	Balor
989-990	of Feathers
991	of Frost Fire and Fear
992	Furies's (Alecto's)
993	Furies's (Megarea's)
994	Furies's (Tisiphone's)
995	Khurgorbaeyag's
996	Moloch's
997	Purpose
998	of Summoning
999	Tar's Chaotic Creature
000	of Zeif

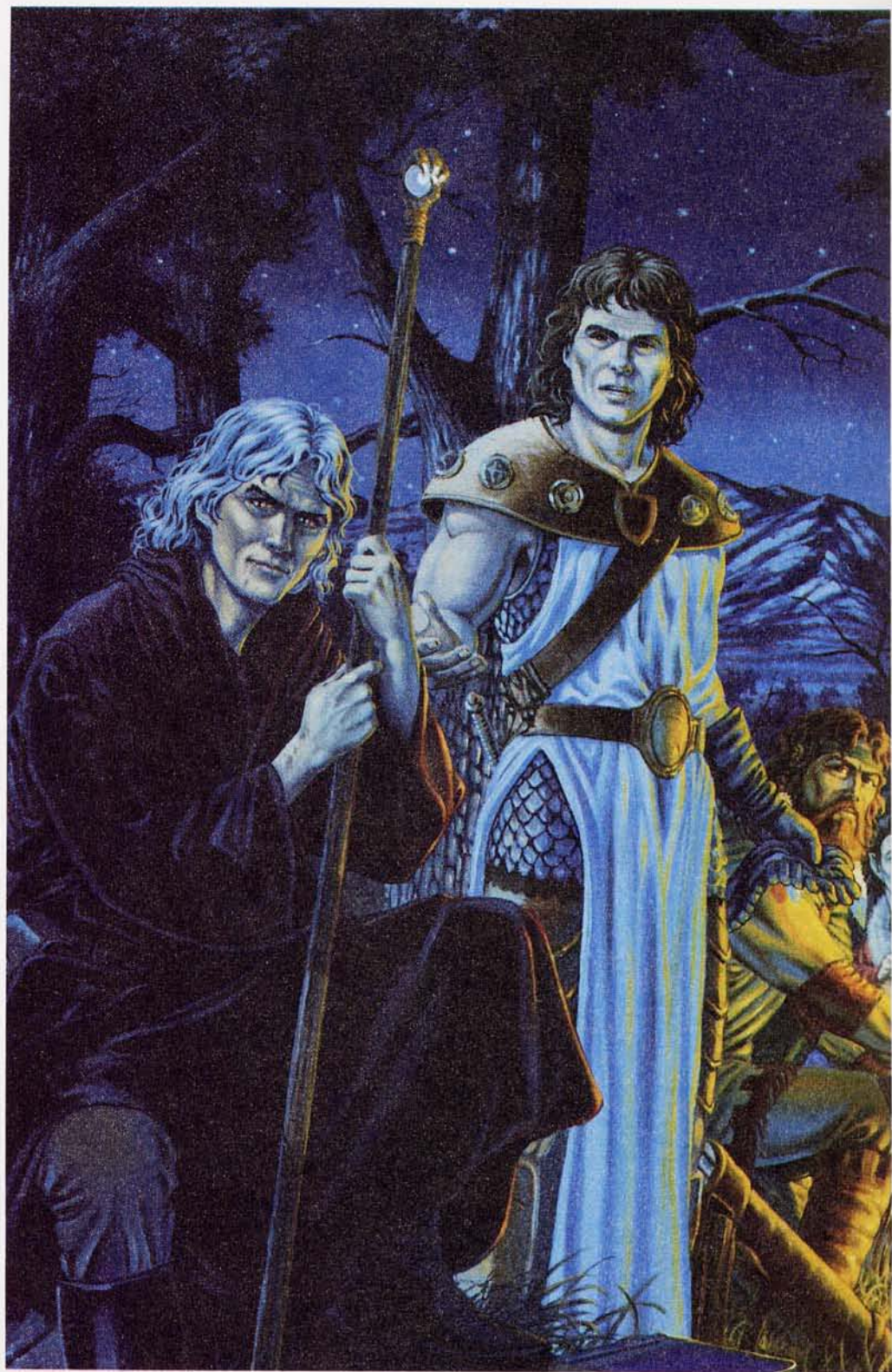
Table T: Artifacts

The following is a list of the artifacts available in the *ENCYCLOPEDIA MAGICA* Volumes. While they are presented in a table format, they are not designed to be given out as random treasure. Their power and corruption are far too great. A careless introduction of these items into an ongoing campaign is practically guaranteed to destroy it.

Roll	Artifact Name
01-05	Acorn of Wo Mai
06-11	Al-Azid's Ghostly Palace
12-17	Alchemist's Apparatus
18-23	All-Knowing Eye of Yasmin Sira
24-29	Apparatus of Dreadful Construction
30-35	Armet by Wayland
36-41	Artifurnace
42-47	Asmodeus's Ruby Rod
48-52	Axe of the Dwarf Lords
53-58	Axe of the Emperors
59-64	Baba Yaga's Hut II
65-70	Blackjammer's Cutlass
71-76	Book of Amon
77-82	Book of Zargos
83-88	Book With No End
89-94	Bringer of Doom
95-99	Calvan's Bell
100-105	Carven Oak
106-111	Claw of Mighty Simurgh
112-117	Codex of the Infinite Planes II
118-123	Coin of Jisan the Bountiful
124-129	Comb of the Korrigans
130-135	Crowns
136-141	of Chaotic Evil
142-147	of Chaotic Good
148-152	of Chaotic Neutral
153-158	of Lawful Evil
159-164	of Lawful Good
165-170	of Lawful Neutral
171-176	of Neutral
177-182	of Neutral Evil
183-188	of Neutral Good
189-194	Crystal of Light
	Crystal of the Ebon Flame II

195-199	Cup of Al'Akbar
200-205	Daoud's Wondrous Lanthron
206-211	Death Rock
212-217	Diamond Orb of Tyche
218-223	Ebonbane II
224-229	Egg of the Phoenix II
230-235	Eye of Vecna II
236-241	Fiery Brand of Masauwu
242-246	Fountain of Time
247-252	Fountain of Tomorrow
253-258	Girdle of Armida
259-264	Girdle of De 'Rah
265-270	Golden Circlet II
271-276	Hammer of Gesen
277-282	Hammer of Kharas
283-288	Hand of Vecna II
289-294	Helmet of Halav
295-299	Helmet of Petra
300-305	Herald of Mei Lung
306-311	Heward's Mystical Organ
312-317	Heward's Mystical Organ II
318-323	Holy Grail II
324-329	Horn of Change
330-335	Humbaba's Glaring Eye
336-341	Hymir's Steaming Cauldron
342-346	Icon of Halav
347-352	Icon of Petra
353-358	Invulnerable Coat of Arnd II
359-364	Iron Bow of Gesen II
365-370	Iron Flask of Tuerny II
371-376	Ivory Chain of Pao
377-382	Ivory Plume of Maat
383-388	Jacinth of Inestimable Beauty II
389-393	Johydee's Mask II
394-399	Kuroth's Quill II
400-405	Libram of Zargos
406-411	Mace of St. Cuthbert IV
412-417	Machine of Lum the Mad II
418-423	Mask of Bachraeus
424-429	Master Plan
430-435	Mighty Servant of Leuk-O II
436-441	Milenian Scepter
442-446	Mirror-Shield of Rheddrian
447-452	Mjolnir
453-458	Monkey Fist of Ha'chao
459-464	Monocle of Bagthalos
465-470	Necklace of Ulutiu
471-476	Obsidian Man of Urik
477-482	Orbs
483-488	of Chaotic Evil
489-493	of Chaotic Good
494-499	of Chaotic Neutral
500-505	of Dragonkind II
506-511	of the Dragon
512-517	of the Dragonette
518-523	of the Drake
524-529	of the Elder Wyrms
530-535	of the Eternal Dragon
536-540	of the Firedrake
541-546	of the Gold-Hoarder
547-552	of the Great Serpent
553-558	of the Hatching
559-564	of the Scaled
565-570	of the Serpent
571-576	of the Wyrmskin
577-582	of Lawful Evil
583-588	of Lawful Good
589-593	of Lawful Neutral
594-599	of Neutral
600-605	of Neutral Evil
606-611	of Neutral Good
612-617	Ortnit's Lance of Doom
618-623	Peaceful Periapt of Pax Pileus
624-629	Porpherio's Garden Pool
630-635	Pyramid Energy
636-640	Queen Ehlissa's Nightingale

641-646	Queen Ehlissa's Nightingale II
647-655	Queen's Eye
656-662	Rainbow Scarf of Sinbad
663-669	Red Chariot of Agni
670-676	Regalia of Might
677-682	Regalia of Might II
683-687	Crown of Evil
688-693	Crown of Good
694-699	Crown of Neutrality
700-705	Orb of Evil
706-711	Orb of Good
712-717	Orb of Neutrality
718-723	Scepter of Evil
724-729	Scepter of Good
730-735	Scepter of Neutrality
736-740	Rift Spanner
741-746	Ring of Gax
747-752	Ring of Gaxx
753-758	Rod of Seven Parts
759-764	Rod of Seven Parts II
765-770	Rod of Teeth
	Sacred Grove Horn
	Scepters
771-776	of Chaotic Evil
777-782	of Chaotic Good
783-787	of Chaotic Neutral
788-793	of Lawful Evil
794-799	of Lawful Good
800-805	of Lawful Neutral
806-811	of Neutral
812-817	of Neutral Evil
818-823	of Neutral Good
824-829	of the Sorcerer-King
830-834	Seal of Jafar al-Samal
835-840	Shadow Belt
841-846	Shadowstaff
847-852	Shard of Sakkrad
853-858	Sibylline Book
859-864	Silencer of Bodash
865-870	Stone Scepter of Shih
871-876	Surya's Chariot
877-882	Sword of Kas
883-887	Sword of Kas II
888-893	Talisman of Al'Akbar
894-899	The Apparatus
900-905	The Gauntlet
906-911	The Sentinel
912-917	Throne of the Gods
918-923	Throne of the Gods II
924-929	Timepiece of Klorr
930-934	Tome of Ssu-Ma
935-940	Tooth of Dalhvar-nar II
941-946	Tree of Life
947-952	Tree of Life II
953-958	Triad of Betrayal
959-964	Circlet of Betrayal
965-970	Coin of Betrayal
971-976	Dagger of Betrayal
	Verthandi's Invincible Hourglass
977-981	Well of All Heals
982-987	Wife of Ilmarinen
988-993	World-Shield Ore
994-000	Ye'Cind's Recorder



Index

This index is as complete, user friendly, and cross referenced as we could make it. If an item has more than one term in its name, the item will normally be found under each of them. For example, *The Ghostly Palace of Al-Azid* is listed under Al-Azid, Ghostly, and Palace. Many items have subheadings—normal, cursed; red, black—and these are also included. Furthermore, some items, particularly those from *DRAGONLANCE* products, have alternate names and these are also included. Spells contained in the various spellbooks have not been listed—there is only so much room.

A

Aasimon Bow	202
Aasimon Sword	1336
Aba	
of the Desert	1009
of Displacement	1009
of Protection	1009
Abacus of Calculation	25
Abaris's Arrow	84
Abbathor's	
Armor	69
Dagger	356
Shield	1093
Abbor Alz's Brooch of Warning	225
Abelaat Crystal	341
Abhorrence of Shape Changers,	
Sword	1336
Ability, Potion of Psionic	883
Abishai, Black	1192
Abishai, Green	1192
Abjuration	
Affliction, Ring of	947
Cursed, School Cap of	250
Resistance, Ring of	994
School Cap of	251
Abominable Beacon Lamp, Ilag's	642
Above, Awl of the	110
Abrasion, Soap of	1126
Absinthe	763, 899
Absolutes, Alterations of the	
Intrinsic	1137
Absorbing Beholder Mouthpick	166
Absorption	
Armor of	69
Dust of	414
Potion of	853
Rod of	1021
Shield of	1093
Abyss, Amulet of the	27
Accelerator	25, 596
Accents, Sword	1336
Access, H'Veyk's Robe of Immediate	1011
Accessibility, Khalid's Pouch of	136
Accessibility, Pouch of	137
Accuracy	
Arrow/Bolt of	92
Bead of	163
Blowgun of	176
Bow of	202
Crossbow of	203
Eye of	451
Missile Weapon of	92
Spear of	1129
Accursed Carpet	256
Accusation, Tart of	1428
Acid	
Resistance, Oil of	763
Scroll of Protection from	1076
Shield of Proof Against	1101
Acorn of Wo Mai	25

Acorn Powder, Oak-in	906
Acquiesce, Bridle of	223
Action	
Elixir, Heroic	442
Hand of Remote	505
Helmet, of Underwater	594
Orb of Remote	798
Ring of Free	953, 964
Ring of Quick	990
Staff of Ethereal	1280
Tome of Quickness of	1444
Yoke of Underwater	1564
Actions, Sulphur Influence and	1244
Activity Detection, Lens of	653
Adamantite Sickle	1115
Adaptation	
Necklace of	746
Ring of Elemental	959
Weapon of	1507
Adder, Circle of the	289
Adder, Staff of the	1293
Additional Weaponry, Elixir of	441
Adherence, Hook of	599
Adhering, Dust of	414
Adjatha (The Drinker)	1336
Admundfort Ring of Leadership	947
Advanced Meditation, Potion of	854
Adventuring, Potion of Water	897
Aegir's Club	314
Aegis	1093
Aegis-Fang	551
Aeolus, Bag of	139
Aerdi Sea, Rod of the	1022
Aerdy, Black Crown of	332
Aerial Anchor	45
Affliction, Ring of	947
African Ju Ju	763, 899
Age, Cane of	247
Aging	
Potion of	854
Potion of Immunity to	873
Thread of	1431
Agelessness, Oil of	763
Agas, Book of the Bright	1154
Agas, Book of the Dark	1162
Aggravation, Arrow of	85
Agility, Arbane's Sword of	1342
Agility, Potion of	854
Agitator	(See <i>Robe, of Blending</i>)
Agni, Red Chariot of	280
Agni's Red Axe	111
Agoraphobic Weapon	1507
Ahto's Sickle	1114
Air	
Adaptation, Ring of	959
Balloon	151
Breathing, Necklace of	746
Command, Ring of	960
Control, Potion of Elemental	866
Elemental Ball	149
Elementals, Censer of Controlling	270
Elementals, Censer	
Hierophant, Ring of the	969
Invulnerability, Oil of Elemental	768
Lesser Talisman of	1421
Mask	697
Metamorphosis, Ring of	961
Mordom's Cauldron of	268
Pockets, Cloak of	296
Potion of Fresh	869
Quality (AQ) Lens, Red	1067
Restoration, Cabinet of	233
Scroll of Protection from	1077
Spores	26
Staff of the Elements	1279
Staff of	1278, 1279, 1280
Summoning Hostile Elementals	270
and Water Adaptation, Ring of	959
and Water, Staff of	1272, 1278
Airboat	177
Aiolis's Shining Horn of	
Ten Thousand Winds	1542
Airy Sphere, Karnroh's	1270
Ajagava	202
Al'Akbar, Cup of	352
Al'Akbar, Talisman of	1419
Al-Azid's Ghostly Palace	26
Al-Kalim, Gold Seal Ring of	967
Al-Samal, Seal of Jafar	1087
Alabaster Griffin Figurine	473
Alar Ch'Aranol's Staff	1272
Alarm Beacon Spelljamming Helm	574
Alarm, Bell of	812
Albruin, Sword	1337
Alcaister, The	1133
Alchemist's Apparatus	53
Alchemy, Grimoire of Archaic	663
Alchemy Jug	624, 626
Alecto's Whip	1533
Aleese's Philter of Overwhelming	
Love	827
Alertness, Rod of	1022
Alexander's Chime of Opening	816
Alicorns, Uses of	1153
Alignment	
Change, Amulet Protection from	39
Change, Helmet of	584
Detection Dagger	356
Detection, Earring of	425
Helmet of Opposite	591
Intelligent Weapon	1515, 1518
Orb of	783
Potion of Opposite	880
Sword	1399
Alignments, Combining	
Regalia of Various	944
All-Knowing Eye of Yasmin Sira	451
All-Purpose Healing Elixir	441
All-Seeing Throne	1434
Allergy Dust	414
All Seeing Mirror, Yefar's	736
Allspice	763, 899
Almen's Wand of Illumination	1473
Almor	
Coin	318
Holy Medallion of	713
Necklace of	746
Alokkair's Spellbook	1137
Alteration	
Affliction, Ring of	947
Cursed School Cap of	250
Girdle of Gender	534
Necklace of	747
Resistance, Ring of	994
School Cap of	251
Wand of Size	1494
Alterations of Tangibles	
and Intangibles	1137
Alterations of the Intrinsic	
Absolutes	1137
Altering Naga Crown	334
Alternate	
Profession, Potion of	854
Wand of Wonder V	1500
World Gate	501
Alternating Illumination, Weapon of	1514
Alz's Brooch of Warning, Abbor	225
Ama-Tsu-Mara's Vorpal Axe	112
Amalgamous Potion	854
Amasis, Ring of	947
Amatar, Whip of	1532
Amatsu-Mikaboshi's Sword	1339
Amazement, Dress of	413
Amazing Mice	719

Amber			
Cursed Scroll of	1072		
Golems, Liram of	662		
Golem, Talisman of the	1422		
Monkeys Figurine	473		
Ambient Temperature (AT)			
Lens, Yellow	1067		
Ambrosia, Cauldron of	267		
Ambrosia, Potion of	854		
Amedio, Cheetah Cloak of	298		
Amethyst of Neverwinter	523		
Amethyst Dragon Slayer, Sword	1357		
Amiability, Amulet of	27		
Amnesia, Chair of	273		
Amnizu	1192		
Amon, Book of	184		
Amorpha Jug	626		
Amphibian Control, Potion of			
Reptile/	855		
Amphibian/Fish Control,			
Potion of Reptile/	855		
Amphibian Incubulum	435		
of Amplification, Horn	1543		
Amulet			
of the Abyss	27		
Against Crystal Balls & ESP	27		
Against Disease	27		
of Amiability	27		
of Arachnid Control	28		
of the Beast	28		
of the Cairn Hills	28		
Cartographer's	28		
of Caterpillar Control	29		
of Charm Resistance	29		
of Charming	29		
of Cheetah Speed	29		
of Communication	29		
of Dragon Warding	29		
of Dramatic Death	29		
Draskillion's, of Life	31		
of Elemental Command	31		
of Emotions	31		
of Extension	31		
of Far Reaching	31		
Fiend	32		
of Finding	32		
Furyondy's	32		
of the Golden Collar	32		
Greenstone	32		
Hands of the Healing Spirit	33		
Hardwater	34		
Health	34		
of the Hero	34		
of Holy Turning	34		
Greenstone	32		
of Hunting	35		
Greenstone	32		
of Immunity to Charm	35		
of Inescapable Location	35		
of Insect Repellency	35		
Kaleen's Undead Stone	35		
of Lathander	35		
of Leadership	35		
of Life Protection	36		
of Magic Resistance	36		
of Metaspell Influence	36		
of Neutrality	37		
Noseeum	37		
Orcish	37		
Palm Sign	37		
of the Papyrus Scepter	38		
of Perpetual Youth	38		
of Perpetual Youth & Inexperience	38		
Phelthong's	38		
of the Planes	38		
of Power	39		
of Proof vs. Detection and			
Location	39		
of Protection	39		
of Protection Against			
Alignment Change	39		
of Protection Against Crystal			
Balls & ESP	39		
of Protection from Good	40		
of Protection from Sleep	40		
of Protection from Turning	41		
of Psionic Interference	42		
of Psionic Reflection	42		
of Psychic Protection	42		
of Recall	42		
Shakti	42		
Shell of Protection from Sharks	42		
Shield	43		
of Sleeplessness	43		
of Spinecastle	43		
of the Spirit	43		
Thet of Ptah	43		
of Timekeeping	43		
of Transformation	43		
Two Fingers	44		
of Undersea Friendship	44		
of Vadarin	44		
Vulture	44		
of Weakening	44		
Anagakok	499		
Analysis, Scope of Celestial	1067		
Analeot of Magic	657		
Ancestors, Chair of the	273		
Anchor			
Aerial	45		
Feather Token	467		
Fishing	45		
Hold Fast	45		
Man	45		
Seafaring	46		
of Staying	46		
of Weight	47		
Ancient Cryptomancy	1137		
Anduvar, Sword	1339		
Angel, Basin of the	161		
Anger Oil	763, 899		
Angling, Crossbow of	203		
Angling, Fishing Pole of	482		
Anguish, Stream of	1339		
Angurvadal	1339		
Anhur's Lance	647		
Animal			
Arrow of Polymorphing Small	93		
Attraction Pipes	1554		
Calls, Horn of	1543		
Comprehension, Jar of	622		
Control, Potion of	855, 891		
Control, Ring of	947		
Friendship Ring	947		
Friendship, Sherry's Ring of	998		
Growth, Scroll of	1070		
Location, Wand of	1473		
Magnetism Ring	948		
Magnetism Ring, Cursed	948		
Animals, Potion of Speak with	893		
Animated Attack, Broom of	228		
Animation			
Bone of	182		
Oil	764		
Shovel of	1113		
Wand of	1473		
Anise	764, 899		
Anishta's Spellbook	1137		
Ankh			
of Life	47		
Nithian	47		
of Power	48		
Ra's	48		
True	48		
Anklet			
Equus	48		
of Growth	49		
of Hobbling	49		
of Levitation	50		
of Sinking	50		
of Sure Footing	50		
of Walking	50		
Annacon, Sword	1339		
Annihilation, Sphere of	1268, 1269		
Annoyance, Xanthippe of	1306		
Annulment Ring	948		
Ansather, Sword	1340		
Anshan, Bow of	202		
Anstruth Harp	1322		
Answerer, The, Sword	1340, 1341		
Antennae of Triangulation	50		
Anti-Magic, Potion of	855		
Anti-Sleep Potion	855		
Antidote Potion	855		
Antimagic Arrow	85		
Antimagic Egg	429		
Antimatter, Planes of	1215		
Anti-Stoneskin Weapon	1508		
Anton's Vorpal Blade	1341		
Anvil			
of the Armies, Iron	52		
of the Dwarves, High	51		
of the Lortmill Mountains	52		
of Sympathetic Heating	283		
Anything			
Armor	70		
Item	21		
Ring	948		
Wand	1473		
Weapon	1508		
Apathy, Ring of	948		
Aphrodisia	764, 899		
Aphrodisiac Inspiration, Bard's	764		
Aphrodisiac, Starella's Perfume of	825		
Aphrodite's Dagger	356		
Apollo's Arrow	85		
Apparatus			
Alchemist's	53		
of Dreadful Construction	56		
of Kwalish	57, 414		
of Spikey Owns	57		
The	52		
Apparitions, Repertoire of			
Subconscious	1220		
Appearance			
Cameo of	235		
Cloak of	295		
Dust of	415		
Gauze of	512		
Ring of	947		
Appendages, Potion of Useful	895		
Apple			
of Bragi	58		
of Chaos	58		
Crab, Oil	767, 901		
Applications of Perceptomancy,			
Multiple	1197		
Apprentice's Egg	430		
Apron			
of Comfort	58		
Flandal Steelskin's	58		
Leather	58		
AQ Lens	1067		
Aquatic			
Armor	70		
Armor with Free Action	70		
Depth Location, Ring of	948		
Item with Free Action	21		
Weapon	21		
Wizardry, Staff of	1272		
Ar'ondight	1342		

Arabel's Huggable Bear	58	Bath	83	Arms, My Brother of	1352
Arabian Nights Oil	764, 899	of Blackflame	72	Arnd, Invulnerable Coat of	315
Arachnid		of Blending	72	Aroma of Dreams	823
Band of the	152	Blue, of the Crystallist Mountains	72	Aroma of Nightmares, Jannis's	772
Control, Amulet of	28	Bradlie's Leather	72	Aromatic Smoking Pipe	1122
Control, Ring of	949	Buckle of	230	Arrow	
Incubulum	435	Callarduran Smoothhand's		Abaris's	84
Arachnida, Cloak of	295	Chain Mail	72	Acid	84
Arachnida, Theodolus's Cloak of	311	of Charm	72	of Aggravation	85
Arak, Sword of	1341	of Comfort	72	Antimagic	85
Arbane's Spellbook	1244	of Command	73	Apollo's	85
Arbane's Sword of Agility	1342	of Concealed Wizardry	73	of Attraction	85
Arbatel, Orjalun's	1211	of Continual Cleanliness	73	of Biting	85
Arbor Feather Token	467	of Coolness	73	Black, of Luz	85
Arc Lightning, Wand of	1473	of Cure Wounds	73	of Blinding	86
Arcanabula of Jume	1137	of the Desert Evening	73, 81	of Blinking	86
Arcanabula, Tasso's	1245	Dragonarmor	73	Bolts of Lightning	86
Arcane (n.)		Eastern Wooden	73	of Bow-Breaking	86
Armor	70	of Eelix	74	of Burning	86
Beacon	163	of Electricity	74	Candle, Flame	242
Belt	167	Elven Chain Mail	74	of Charming	86
Arcane (adj.)		of Energy Drain	74	of Clairaudience	87
of the Entourage	1140	of Ethereality	74	of Clairvoyance	87
Comprehension, Potion of	856	of Etherealness	74, 82	of Climbing	87
Formula for a Dracolich	59	Evil Dragon	75	of Connection	87
Formula for a Lich	60	of Fear	76	of Curing	87
Manipulations		of Flight	76	of Darkness	87
Puissance of Memory	1140	of Gaseous Form	77	of Detonation	88
Resistance, Dwarves		Gnarldan's	77	of Direction	88
& Halflings	1140	of Haste	77	of Disarming	88
Sight, Eyes and Vision	1166	of Healing	77	of Disintegration	88
Will, Evolution of	1165	Heimdall's	77	of Dispelling	88
Arcanist, Eyeglasses of	462	Heimdall's White	77	of Distance	88
Archaic Alchemy, Grimoire of	663	of Horus	77	of Draconian Slaying	88
Archdruid Cauldron	267	Indra's Golden	77	Elven	88
Archery, Bracer of	220	of Invisibility	77	of Enchantment	89
Arches, Libram of Teleportation	668	Kweolish Plate Mail of the Seas	77	of Explosions	89
Architecture	1140	Kumakawa	77	of Extended Range	89
Archmagedom, Potion of	856	Laeral's Storm	78	Faerie Fire	89
Archmagi, Robe of the	1009	Lemmikainen's	78	of Fire	89
Archveult's Spellbook	1247	of Missile Attraction	78	Fire Seed	89
Arctic, Medallion of the	710	Mourner's	78	Fire Trap	90
Arctor's Staff of Swarming Insects	1272	Oyori of the Unknown Warrior	78	Flaming	90
Ardraen's Refreshment Simulacrum	62	Oil of	764	of Flying	90
Ares's Spear	1129	Piercing Dagger	357	of Force	90
Aric's Staff of Power	1273	Plate of Solamnius	79	of Harm	90
Aries, Oil of	764	of Possession	79	of Holding	90
Arik, Eye of	452	of Presence	79	of Ice	91
Arm		Quirk	79	of Illumination	91
Blade	355	of Rage	81	Illusory Missiles	91
of Doom	63	Rainbow	81	of Justice	91
of Ergoth, Silver	64	Raji's, of the Desert Evening	81	of Law	91
Truth's Right	1373	Red, of the Hellfires	81	of Light	91
of Valor	64	Red Dragon Scale	81	of Lighting	92
Armament, Cane of	247	of Reflection	81	of Lightning	92
Armband		Remove Curse	82	Lycanthrope Slayer	92
Comfort of Sleep	65	Scale Mail of Horus	82	Maglubiyet's Wounding	92
of Death	65	Skoriaan's Drow Chain Mail	82	of Misdirection	92
of Healing	65	Sleeping Bag of		Missile Weapon of Accuracy	92
of Music	66	Nullification	138, 1119	Missile Weapon of Distance	92
of Salutation	66	of Solamnia	82	of Multiplicity	92
of Snake Changing	66	Surt's Iron	82	Nilbog	92
of Strength	66	of Swimming	82	Oberon's, of Subduing	92
Trueheart's Warding	66	of Temperature Control	82	Oberon's, of Slaying	93
of Variable Strength	67	Tulen's Plate Mail of Etherealness	82	Paralyzation	93
Armet by Wayland	584	of the Undead	83	of Penetrating	93
Armida, Girdle of	530	of Underwater Action	83	of Penetration	93
Armies, Iron Anvil of the	51	Voice of Heroes	83	of Perseverance	93
Armor		of Vulnerability	83	of Piercing	93
Abbathor's	69	of Warmth	83	of Polymorphing	93
of Absorption	69	Armored Caparison	252	of Pursuit	94
of Acidic Secretion	70	Armoring, Nuggin's Cursed Ring of	984	Quarrel of Biting	95
Anything	70	Armoring, Ring of	949	Red	95
Aquatic	70	Armory, Wand of	1474	of Refilling	95
Arcane	70	Arms and Fabulous Heroes,		of Returning	95
Avoreen's Chain Mail	71	Legendary of Great	1191	of Rock Piercing	95
Aslyferund's	71	Arms, Manual of Puissant Skill at	688	of Roping	96

Arrow

of Scent Detection	96
of Screaming	96
of Seeking	96, 97
of Set	97
of Signaling	97
of Silence	97
of Sinking	97
of Slaying	97, 99
of Sleighing	100
Snake	100
of Speaking	100
Stirge's Bite	100
Storing, Quiver of	929
Stun Bolt	100
of Stunning	100
of Teleporting	100
of Transporting	101
Wooden	101
of Wounding	101
Arrowhead of Marking	101
Arrows, Bow of Neverending	209
Art of Communications and Sigils	1140

Art, Fine

Blue on Bronze	101
Dragonnell-by-the-Cliff	101
Glorindel's Gates	103
Glorindel's Living Painting	104
Igraine's Portrait	105
Norval's Timely Portrait	106
Pigments of Longevity	106
Portraiture by Magic	106
The Gladiators	102
The Watchers	106
Widow's Walk	108

Artemus's Cloak of Displacement	296
---------------------------------	-----

Arthur's Sword	1366
----------------	------

Artifacts, Trimia's Catalogue of	
----------------------------------	--

Outer Planar	1460
--------------	------

Artifurnace	574
-------------	-----

Arts of Oratory Magnetism,	
----------------------------	--

Forgotten	1171
-----------	------

Arts, Black	765, 899
-------------	----------

Arumdina, Axe	112
---------------	-----

Arunson's Spellbook	1181
---------------------	------

Aruthr's Living Door	411
----------------------	-----

Arvoreen, Sword of the	1342
------------------------	------

Arvoreen's Chain Mail	71
-----------------------	----

Arvoreen's Sword	1342
------------------	------

Ascending, Stair of	1301
---------------------	------

Ash Command, Ring of	989
----------------------	-----

Ash Golem Libram	662
------------------	-----

Ashakar's Spellbook	1140
---------------------	------

Ashes, Urn of	1465
---------------	------

Ashley's Net of Entrapment	755
----------------------------	-----

Aslyferund's Armor	71
--------------------	----

Asmiak's Spellbook	1205, 1239
--------------------	------------

Asmodeus's Ruby Rod	1022
---------------------	------

Asp, Charm of Resource	283
------------------------	-----

Aspects of Spellbooks, Physical	1133
---------------------------------	------

Assassin's Eye	452
----------------	-----

Assassination, Sword of	1342
-------------------------	------

Astral Deva Mace	675
------------------	-----

Astran Sword of Enmity, Rel	1388
-----------------------------	------

Astrolabe

Celestial	109
-----------	-----

of Entrapment	109
---------------	-----

of Henrik	109
-----------	-----

Astronomy, Universal	1259
----------------------	------

AT Lens	1067
---------	------

Athena's Helmet	585
-----------------	-----

Athena's Shield	1093
-----------------	------

Athena's Spear	1129
----------------	------

Atmospheric Cloak	296
-------------------	-----

Atonement, Gem of	517
-------------------	-----

Attachment, String of	1319
-----------------------	------

Attack, Broom of Animated	228
---------------------------	-----

Attacks, Jewel of	522
-------------------	-----

Attacks, Shield of Proof	
--------------------------	--

Against Sound	1101
---------------	------

Attacks Upon the Owner, Jewel of	522
----------------------------------	-----

Attention, Phylactery of Monstrous	831
------------------------------------	-----

Attraction

Armor of Missile	78
------------------	----

Arrow of	85
----------	----

Bagpipes, of Feline	1537
---------------------	------

Ball of Avian	148
---------------	-----

Banner of	154
-----------	-----

Boot of	193
---------	-----

Bracer of	220
-----------	-----

Jelly of	248
----------	-----

Medallion of Missile	713
----------------------	-----

Oil of	764
--------	-----

Pipes, Animal	1554
---------------	------

Powder	899
--------	-----

Vest of	1470
---------	------

Attractiveness, Mask of	697
-------------------------	-----

Attractiveness Oil	764
--------------------	-----

Attractor, Missile	1099
--------------------	------

Attractor, Noj's Missile	1100
--------------------------	------

Aubaerus,	
-----------	--

The Ravenmaster's Spellbook	1251
-----------------------------	------

Aubavreer's Workbook	1141
----------------------	------

Auctions, Gavel of	512
--------------------	-----

Audacity, Byubo's Lamp of	637
---------------------------	-----

Audience, Chair of	1088
--------------------	------

Augricrone's Tablecloth	1418
-------------------------	------

Auquhol's Hourglass	601
---------------------	-----

Authority, Foundations of Secret	1171
----------------------------------	------

Authority, Gavel of	512
---------------------	-----

Automated Spell Scroll, Mondasso's	1075
------------------------------------	------

Avenger

Holy	1351, 1353, 1356, 1366,
------	-------------------------

	1373, 1375, 1376, 1391
--	------------------------

Sword, Dragonbait's Holy	1356
--------------------------	------

Sword, Gregory's Holy	1373
-----------------------	------

Sword, Holy	1375
-------------	------

Sword, Shalandain's Holy	1391
--------------------------	------

Avian

Attraction, Ball of	148
---------------------	-----

Control, Potion of	855
--------------------	-----

Control, Potion of Mammal/	855
----------------------------	-----

Control, Ring of	949
------------------	-----

Avran Greenstrider's Spellbook	1143
--------------------------------	------

Awakening, Urn of	1465
-------------------	------

Awareness

Crystal of	341
------------	-----

Potion of Underground	895
-----------------------	-----

Ring	949
------	-----

Awl

of the Above	110
--------------	-----

Full	111
------	-----

of Hole Punching	111
------------------	-----

Inn	111
-----	-----

Mess	111
------	-----

Out	111
-----	-----

Axe

Agni's Red	111
------------	-----

Ama-Tsu-Mara's Vorpall	112
------------------------	-----

Arumdina	112
----------	-----

Azuredge	112
----------	-----

Brihaspati's	114
--------------	-----

of Brotherhood	114
----------------	-----

Callarduran Smoothhands's	114
---------------------------	-----

Cursed Battle	114
---------------	-----

of Cutting	115
------------	-----

Deathstriker	115
--------------	-----

of the Dwarf Lords	115
--------------------	-----

of the Dwarfish Lords	115
-----------------------	-----

of the Emperors	116
-----------------	-----

of Enchantment	117
----------------	-----

Frostreaver	117
-------------	-----

Garl Glittergold's Battle	118
---------------------------	-----

Gnarldan's Battle	118
-------------------	-----

Hastsetsi's Hand	118
------------------	-----

Hastsezini's Hand	118
-------------------	-----

of Hurling	118
------------	-----

Lortz's Battle	118
----------------	-----

Maglubiyet's	118
--------------	-----

Might of Heroes	118
-----------------	-----

Molydeus's	118
------------	-----

Motopua	119
---------	-----

Nanna Sin's Black	119
-------------------	-----

Nomog-Geaya's Hand	119
--------------------	-----

Pickaxe of Piercing	119
---------------------	-----

Rocksplitter	119
--------------	-----

Sampsa's Golden	119
-----------------	-----

Shag's Battle	119
---------------	-----

Sulward's	119
-----------	-----

Thor's Kiss	120
-------------	-----

Throwing	120
----------	-----

Thumb Height Man's	120
--------------------	-----

Torshorak	120
-----------	-----

Tunnelrunner's	120
----------------	-----

Withering Pickaxe	122
-------------------	-----

of the Woodsman	122
-----------------	-----

Zebulon's, of Leaving	122
-----------------------	-----

Zzzzzz, of Snoring	122
--------------------	-----

Axewood Whistle	1557
-----------------	------

Aziza's Scimitar of Dancing	1342
-----------------------------	------

Azler's Harp	1322
--------------	------

Azor'alq, Sword of	1343
--------------------	------

Azure Sea, Disk of the	408
------------------------	-----

of the Azure Sea, Horn	1543
------------------------	------

Azuredge, Axe	112
---------------	-----

B

Baatezu, Arrow of Harming	90
---------------------------	----

Baatezu, Scroll of Protection from	1077
------------------------------------	------

Baba Yaga's Hut	604, 605
-----------------	----------

Babette Maelstrom, Sword of	1343
-----------------------------	------

Bachraeus, Mask of	697
--------------------	-----

Back Attack Detection, Weapon of	1511
----------------------------------	------

Back Defense, Girdle of	532
-------------------------	-----

Back Door	411
-----------	-----

Backbiter	1129
-----------	------

Backpack of Holding	123
---------------------	-----

Backstabbing, Sword of	1343
------------------------	------

Backtalker	1341, 1367-1368
------------	-----------------

Bad Taste, Necklace of	748
------------------------	-----

Badge of Freedom	123
------------------	-----

Badge of Monster Control	123
--------------------------	-----

Badger Talisman	1420
-----------------	------

Bael's Morning Star	485, 675
---------------------	----------

Bag

of Aeolus	139
-----------	-----

of Armor Nullification,	
-------------------------	--

Sleeping	138, 1119
----------	-----------

of Beans	123, 124
----------	----------

Beltpouch of Disappearance	132
----------------------------	-----

of Bones	132
----------	-----

of Boreas	139
-----------	-----

Bucknard's Everfull Purse	133
---------------------------	-----

of Devouring	133
--------------	-----

Devouring Pouch	133
-----------------	-----

of Duplication	134
----------------	-----

of Euros	139
----------	-----

Bag			
Khalid's Pouch of Accessibility	136	Sending Crystal	346
of Many Bags	136	Water Elemental	149
Nithian Saddlebags	136	Ballant's Scroll	1070
Noj's, of Misplacing	136	Ballista Helmseeker	596
Medic with	1303	Ballistae	150
Pictish, of Fiends	136	Balloon	
of Notus	139	Air	151
of Plenty	136	Carnivorous	151
Protection Pouch	136	of Containment	151
Pouch of Accessibility	137	Hot Air	151
Pouch of Holding	137	Poison	151
of Returning	137	Rust	151
Pouch of Security	137	Soap	151
Seed Satchel	137	of Traveling	151
Silent Purse	137	Word	152
Skain's Satchel	138	Balm, Mishakal's Healing	781
Sleeping, of Armor Nullification	138	Balmung, Sword	1343
of Teleportation	138	Balor Sword	1343
of Transmuting	138	Balor Whip	1533
of Traveling	138	Baltron's Hand Mirror	723
of Tricks	138	Baltron's Razor	932
of Useful Items	139	Bamboo Scimitar	1343
of Vanishing	139	Bamphle's Rod of Distortion	1023
of Wind	139	Band	
Wind Pouch	140	of the Arachnid	152
of the Woodlands	141	of Bird Restraint	152
Zadron's Pouch of Wonders	141	of Denial	152
Zagyg's Spell Component Pouch	147	Familiar Protection Enhancement	153
of Zephyrus	139	Iron, of Bilarro	153
Bagpipes		of Might	153
Confusion	1536	of the Serpent	153
Cymboli's, of Sounding	1536	Bandit Kingdom, Iron Crown of the	334
of Doom	1536	Bandore, Fochlucan	1320
of Droning	1537	Bane, Holy Hand of	562
Dugal's, of Fear	1537	Bane, Seat of	1088
Fear	1537	Bane (adj.)	
Feline Attraction	1537	Blue Dragon, Sword	1348
Headaches	1538	Caster	1349
Shattering	1538	Ebonbane, Sword	1359, 1360
Bagthalos, Monocle of	738	of Enchanted Beings, Sword	1343
Bahija's Slippers of Spider Climbing	1121	Fiendbane, Sword	1367
Bajang Slaying, Weapon of	1524	Foebane, Sword	1369
Bako, Tamate- (Box)	216	Genies', Sword	1371
Balacer's Hand	560	Goblins', Bow	205
Balance		Golem, Sword	1372
Boot of	193	Lacedon	843
Card	381	of the North	1344
of Conversion	148	Reptile	843
of Harmony	148	Scale, Sword	1390
of Judgment	148	Sharks	1131
Ladder of	635	Snake, Sword	1396
of Power	148	Trolls', Sword	1411
Scale	148	Wyrms	1414
Weapon of	1508	Banishing, Blade of	357
Baldness	848	Banishment, Wand of	1474
Balian's Yellow Ioun Stone	613	Banner	
Balisarda, Sword	1343	of Attraction	154
Ball		of Bravery	154, 156
of Avian Attraction	148	Cursed	154
Base	149	Dragon's Flag	155
Bell of the	812	of Ferocity	155
Bowling	149	Flag of Untrue Colors	155
Clairaudial Crystal	346	Flying	155
avec Clairaudience, Crystal	347	of Friendship	155
of Cosmetology	149	Holy	155
Crystal Hypnosis	347	of Insults	156
Crystal	344	Law's	156
Cue	149	Magic Shield	156
Elemental	149	Pennant of Bravery	156
of Endless String	150	of Privacy	156
Extrasensory Crystal	346	of Protection	156
Foot	150	of Renown	157
Inert Onyx	150	of Terror	157
Moredlin's Crystal	348	Zen's	157
Onyx	150	Banquets, Table of	1417
of Power	150	Baphomet's Bardiche	841
		Baravar Cloakshadow's Cloak	296
		Baravar Cloakshadow's Dagger	357
		Barbazu	1192
		Bard's Aphrodisiac Inspiration	764
		Bard's Ring	949
		Bardic Spelljamming Helm	575
		Bardiche, Baphomet's	841
		Barding	
		of Deceptive Travel	158
		of Easy Travel	158
		of Flight	158
		Magical	159
		of Missile Protection	159
		Morgan's Horse	159
		Barge of Nyr Dyv, Hasty	179
		Barge, Semekhtet	180
		Bargrivyek's Flail	485
		Barlithian's Mystical Mirror	723
		Barnus's Gnomebane	1344
		Barrel	
		of Grog, Neverending	160
		of Hiding	159
		Itzpixc's Collapsible	159
		of Monkeys	160
		of Poverty	160
		of Rolling	160
		of Salt Pork, Neverending	160
		of the Barrier Peaks, Horn	1543
		Barrik's Spellbook	1143
		Bascom Ungulian's Sword	1388
		Base Ball	149
		Bashal's Spellbook	1143
		Bashal's Tendrilight	636, 1143
		Basilisk Travel, Barding of	157
		Basin of the Angel	161
		Basin of Hidden Dangers	161
		Basket of Devouring	161
		Bass Drum	818
		Bast, Sword of	1344
		Bat, Cloak of the	296
		Bath, Armor	83
		Bath Tub	1460
		Bats, Book of	1143
		Bats' Blood	765, 899
		Battering Ram, Bigby's Demanding	162
		Battering Ram, Magical	162
		Batting Cage	234
		Battle	
		Axe, Cursed	114
		Axe, Garl Glittergold's	118
		Axe, Gnaridan's	118
		Axe, Lortz's	118
		Axe, Shag's	119
		Cloak	297
		Crescent, Tusmit's	715
		Mistress of (Ilbratha)	1376
		Ring of Spell	999
		Staff of	1273
		Star	485
		Battleshroud Gas, Globe of	537
		Bauble, Beauregard's Beautiful	1307
		of Baubles, Horn	1544
		Beacon	
		Arcane	163
		Lamp, Illag's Abominable	642
		Lantern	(See Lamp)
		Spelljamming Helm, Alarm	574
		Thayvian	163
		Bead	
		of Accuracy	163
		Atonement	751
		Beady Eye	163, 453
		of Blessing	751
		of Curing	751
		of Dew	164
		of Force	164
		Glass	164
		Karma	751

Blasting			
Bracer of	220	Blue's Sword, Purta	1388
Button of	231	Blunt Spelljamming Ram	1268
Golden Bell of	815	Blyphian, Pedestal of	808
Horn of	1544	Boar Harnessing, Yoke of	1563
Blazer, Krillus's, Lamp	642	Boat	
Blend, Durimal's Merry	828	Airboat	177
Blending		Canoe of Portage	178
Armor of	72	Canoe of Travel	178
Dust of	415	Desert	178
Marion's Robe of	1013	Feather Token, Swan	469
Pitcher of	838	Folding	178
Potion of	856	Folding Coracle	178
Robe of	1010	Frog	179
Blessed		Goerl's Portable and Tackle Box	179
Book, Boccob's	659	Hasty Barge of Nyr Dyv	179
Book of Cures	1149	House	179
Skyhooks, Glitterlode's	537	Ice	179
Trident	841	Joukahainen's	180
Water	1505	Mistboat	180
Blessing		Portable Canoe	180
Bead of	751	Quaal's Mystical Feather Token	180
Figurehead of	469	Semekhtet	180
Ointment of	780	Smuggler's	180
Spellmaster's	659	Storm Rider of the Garnet Sea	181
Blightbringer	1114	Theon's Folding	181
Blind, Book of the	1149	Tub of Sailing	181, 1462
Blind Walking, Rod of	1023	Undersea	181
Blinding		Underwater	181
Arrow of	86	Vainamoinen's	182
Lens of	653	Xiphoid Xebec	182
Strike, Bracer of the	220	Boccob, Ring of	950
Blindness		Boccob's Blessed Book	659
Broom of	229	Bodash, Silencer of	1394
Cane of	247	Bodily Health, Tome of	1439
Cauldron of	267	Boiled Egg, Hard-	434
Elixir of Healing	442	Boiled Egg, Soft-	439
Potion of	856	Bolas of Sunlight	1119
Blink Ring	950	Bolder's Cloak of the Rogue	298
Blink Shield	1103	Bolg, Gae	1129
Blinking		Boli, Statue	1303
Arrow of	86	Bolt Ink Preparation, Lightning	1178
Candle	240	Bolt, Stun	100
Dart of	372	Bolts, Nolte's Locks and	672
Ring	950	Bolts, Skie's Locks and	672
Block and Tackle, Primal's	913	Bomb	
Blocking, Potion of Magic	877	Brindletop's Time	601
Blonding, Helmet of	585	Helm	448
Blood		Spelljamming Mine	448
Avenger, The, Whip	1533	Wethilion's Time	449
Bowl of	210	Bombard	182
Drinker, Sword	1347	Bombard, Helmseeker	596
Bats'	765, 899	Bone	
Potion, Dragon's	865	of Animation	182
Powder, Dragon's	902	of Bruising	182
Zombie	898	Clapper	183
Bloodbrand, Taragath The, Sword	1408	Dragon	183
Bloodcoin	318	Egg of Desire	430
Bloodfeared, Weapon	1508	Flute	1539
Bloodletter, Sword	1347	Golem, Talisman of the	1422
Bloodstone of Fistantulus	1308	Golems, Libram	662, 665
Bloodsword	1347	Ring	950
Blow Turning, Shield of	1093	of Slaying	183
Blowgun		of Turning	184
of Accuracy	176	Boneiron Weapon	1509
of Distance	176	Boneward, Wand	1476
Hawk	176	Bones, Bag of	132
of Wild Emotions	176	Bones, Brooch of	225
Blue		Boneward	1476
Armor of the		Bonewood Weapon	1509
Crystalmist Mountains	72	Bonnet, Horn	184
on Bronze	101	Bonnet, War	184
Dragon Bane	1348	Book	
Dragon Slayer, Sword	1357	of Amon	184
Dyeing, Jug of	626	of Bats	1143
Mirror	726	of Binding Souls	185
Sword, Susanoo's	1407	of Black Circles	1146
		of the Blind	1149
		Boccob's Blessed	659
		Bowgentle's	1150
		Bright Ages	1154
		of Clouds and Fog	1157
		of the Covenant	1157
		of Cures, Blessed	1149
		Dark Ages	1162
		Disks of Mishakal	185, 187
		of the Enlightened Gods	187
		of Ethnic Humor, Exalted	1165
		of Exalted Deeds	188
		Fighter	(See Manual)
		of the Gods	1439
		of Golems	188
		of Infinite Spells, Kor's	1184
		Leaf	650
		Mage	(See Libram)
		of Metamorphoses, Laeyndr's	1187
		of Mystical Equations	189
		with No End	1149
		of Num The Mad	1205
		of the Planes	189
		Plate	839
		Ravenloft Golem	189
		Rogue	(See Manual)
		of Shadows, Briel's	1152
		Sibylline	1239
		of the Sighted	1239
		of the Silver Talon	1239
		Spellcaster's	(See Spellbook)
		Thief's	(See Manual)
		of Thorns	1251
		of Time	1252
		Thuba's, of Vile Darkness	192
		of Twelve Seals	192
		of Unicorns	1255
		Vampire	1260
		of Vile Darkness	192
		of War, Red	1218
		Warrior's	(See Manual)
		Wizard's	(See Libram)
		of the Wyvernwater Circle	1265
		of Zargos	1267
		Boomerang Spear	1131
		Boos, Bottle of	198
		Boosting Potion, Psionics	883
		Boot	
		of Attraction	193
		of Balance	193
		of Carrying	193
		of Cleanliness	193
		of Cloudwalking	193
		of Comfort	193
		of Concealing	193
		Cyria's Winged	194
		of Dancing	194
		Deceptor's	194
		Elven	194
		of Elvenkind	194
		of Feather Falling	195
		Featherweight	195
		of Gentle Thievery	195
		of Jogging	195
		of Levitation	195
		Loki's	195
		Midnight Slasher's	195
		Moccasins of Free Movement	195
		of the North	196
		of Pinching	196
		Restoration, Charm	281
		Runjoye's Winged	196
		Shalandain's, of Starstriding	196
		of Speed	196
		Spider's, of Stealth	196
		of Star Striding	197
		of Stomping	197
		of Striding and Springing	197

Boot			
of Tracks	198		
of Traveling and Leaping	198		
of Varied Tracks	198		
Winged	198		
Boreas, Bag of	139		
Boriefin's Jar of Steam	622		
Bosero the Drunkard's Spellbook	1150		
Bottle			
of Boos	198		
Brazen	199		
of Containment	199		
Djinn	917		
Efreit	917		
Efreiti	199		
of Evaporation	199		
Eversmoking	199		
of Explosions	867		
of Fireflies	199		
Graffiti	200		
of Pleasant Odors	200		
of Preservation	200		
of Refreshment	200		
Safety	200		
Ship-in-a	1109		
Temperature	200		
Thought	200		
Thuba's Efreiti	201		
of Trapping	201		
Undead	202		
Bottom #20	765, 900		
Bouncing, Potion of	856		
Bountiful, Coin of Jisan the	322		
Bouquet, Buttercup's	231		
Bow			
Aasimon	202		
of Accuracy	202		
Ajagava	202		
of Anshan	202		
Black	202		
Brihaspati's	203		
of the Centaurs	203		
Corellon's Long	203		
Cursed	204		
Diamond	205		
of Distance	204		
of Doubling	204		
Eagle	204		
of Enchantment	204		
Firebow	204		
Fire Teeth	205		
of the Forest	205		
Gem	205		
Goblins' Bane	205		
Hastsezi's	205		
Hawk	205		
Heartseeker	205		
of Heartseeking	206		
Heracles's	206		
Hiata's Long	206		
Ice Fang	206		
Illusory	206		
Indra's	206		
Iron, of Gesen	207		
Last Shot	208		
of Levitation	208		
of Lir	208		
of Marksmanship	209		
of Neverending Arrows	209		
Oberon's	209		
Odin's	209		
Phantom	209		
Ruby	205		
Rudra's	209		
Sapphire	205		
Sarge	209		
Shichi's Daikyu	209		
Solonor The Landira's	210		
of Speed	210		
of the Unicorn	210		
Valis's	210		
of Vampire Slaying	210		
of Warning	210		
Bow-Breaking, Arrow of	86		
Bowgentle's Book	1150		
Bowl			
of Blood	210		
Calabash of Plenty	211		
of Commanding			
Water Elementals	211		
of Delicacies	211		
of Ship Sinking	211		
of Watery Death	211		
Bowl-lid Size Magical Eye	457		
Bowling Ball	149		
Box			
Bringer of Doom	212		
Burglar Detection	212		
Dead	212		
of Delightful Transports	212		
Dido's Flatbox	213		
Face of Xenous	213		
Flatbox	213		
Goert's Portable Canoe			
& Tackle	179, 214		
of Heating	214		
Ice	214		
of Many Holdings	214		
of Message Sending	215		
Money Changer	215		
Music	743		
Mystical Brown Coating	215		
Ohm's Black	215		
of Preservation	216		
Rudras's, of Cloning	216		
Strongbox of Immobility	216		
Tamate-Bako (Box)	216		
Boy with Rope, Sails'	1304		
Bracelet			
of Charms	216		
Copper	217		
Dalamar's	217		
Equus	217		
of Hog-Tying	218		
Ivy	219		
of Lost Ships, Medegian	219		
of Scaly Command	219		
of Wishes	219		
Bracer			
of Archery	220		
of Attraction	220		
of Blasting	220		
of the Blinding Strike	220		
of Brachiation	220		
of Brandishing	221, 222		
of Cleanliness	221		
of Defense	221		
of Defenselessness	221		
of Deflection	221		
of Invulnerability	221		
of the Mermen	222		
Noj's, of Brandishing	222		
Phandoor's	222		
Bradlie's Leather Armor	72		
Bragi, Apple of	58		
Bragi's Harp	1322		
Bragi's Harp of Calm	1322		
Brain Shield Gem	528		
Branchala's Paint	837		
Brand			
Freya's Frost, Sword	1370		
Frost, Sword	1370		
Kirren's Frost, Sword	1379		
of Masauwu, Fiery	1453		
Branding, Dart of	372		
Brandishing, Bracer of	221		
Brandishing, Noj's Bracers of	222		
Brandobaris's Dagger	358		
Brass			
Dragon Slayer, Sword	1357		
Horn of Valhalla	1548		
Horseman	222		
Brassier of Defense	222		
Bravery			
Banner of	154		
Pennant of	156		
Phylactery of	830		
Brazen Bottle	199		
Brazier			
of Commanding			
Fire Elementals	223		
Hu'i Wing	223		
of Sleep Smoke	223		
Break, Charm, of Resource	283		
Breaking, Staff of	1301		
Breath			
Bellows of	167		
Egg of Dragon	431		
Potion of Dragon	862		
Potion of Fire	868		
Potion of Sleepy	889		
Scroll of Protection			
from Dragon	1077		
Weapons Protection,			
Banner of Weapons	157		
Weapons, Ring of Resistance to	994		
Water	848		
Breathing			
Kettle of	627		
Necklace of Air	746		
Necklace of Water	753		
Ngon Horn of Underwater	599		
Potion of Sleep	889		
Potion of Water	897		
Weapon of	1510		
Breezes, Bellows of	167		
Bricks of the Spiritual			
Fortification	1152		
Bridge			
Elixir, Rainbow	445		
Feather Token	467		
Portable	850		
Bridle			
of Acquiesce	223		
of Control	223		
Golden	224		
of Listening	224		
Plane Shifter	224		
of Soaring	224		
of Speaking	224		
of Taming	224		
of Wings	224		
Briel's Book of Shadows	1152		
Bright Ages, Book	1154		
Bright Desert, Holy Star of the	1303		
Brightblade	1348		
Brightmantle's Broad Sword,			
Dugmaren	1358		
Brightness, Gem of	517		
Brihaspati's Axe	114		
Brihaspati's Bow	203		
Brilliance			
Candle of	240		
Helmet of	585		
Helmet of 40 Watt	595		
Brindletop's Time Bomb	601		
Bringer			
Blight	1114		
of Doom	212		
Storm, Sword	1405		
War	1412		

Brittleblade Weapon	1510
Broad Sword	
Dugmaren Brightmantle's	1358
Ilneval's	1377
Lydia's	1381
Nomog-Geaya's	1386
Vergadin's	1412
Broken Harp	1322
Bronze	
Blue on	101
Dragon Slayer, Sword	1354
Dancing Sword of	1356
Golem, Talisman of the	1422
Horn of Valhalla	1548
Shoe of White	1112
Bronzewood Cudgel	314
Brooch	
Abbor Alz's, of Warning	225
of Begoing	225
of Bones	225
Equus	225
of Falling	226
of Imog	226
Ivory Plume of Maat	227
Lunar	227
of Number Numbing	227
of Obsidian Shattering	228
Pin of Communication	228
of Shielding	228
Broom	
of Animated Attack	228
of Blindness	229
of Flying	229
of Serving	229
of Sweeping	229
Broth, Zombie	898
Brother of Arms, My	1352
Brother Richard The Flying Monk's	
Spellbook	1154
Brotherhood, Axe of	114
Browdow's Ring of	
Utmost Weapon Harm	950
Brown	
Bear Talisman	1420
Coating Box, Mystical	215
Dragon Slayer, Sword	1357
Turban	1463
Bruising, Bone of	182
Bruno's Curse Oil/Powder	765, 900
Brush	
of Colors	229
of Detangling	230
of Grooming	230
Vladium's Fabulous Equine	230
Bubble Smoking Pipe	1123
of Bubbles, Horn	1544
Bubbles, Potion of	856
Bucket of Fire Snuffing	230
Bucket, Swabbie with	1304
Buckle	
of Armor	230
of Faulty Lockpicks	230
Knife	358
of Lockpicks	230
of Opening	231
of Protection	231
of Weaponry	231
Buckler	
Knife	358
Shoon's	1103
Size Magic Eye	457
Wand	1476
Bucknard's Everfull Purse	133
Bucknard's Spellbook	1181
Buddha Oil/Powder	765, 900
Bug Repellence, Oil of	765

Bugle	
of Collapsing	1538
of Reviving	1538
of Sleeping	1538
of Waking	1538
Building	
Liar (Lyre)	1329
Lyre	1330
Nail of	745
Rod of	1024
Bull, Sitting	1561
Bull's Oil/Powder	765, 900
Bullet of Impact, Sling	1120
Bullion Cube	349
Bulwark, Hawkstone's	1097
Bundle, Medicine	716, 1423
Bundle, Sacred, Talisman	1425
Buoyancy, Oil of	765
Bupu's Emerald	517
Burbul	951
Burdening, Wand of	1476
Bureaucratic Wizardry, Ring of	952
Bureaucratic Wizardry,	
Rocceko's Ring of	995
Burglar Detection Box	212
Burner, Spirit, Sword	1404
Burning	
Arrow of	86
Hands Recipe	1241
Lamp of Infinite	642
Lamp of Long	643
Log of	673
Log of Repetitive	673
Oil of Fiery	769
Wheel of	1530
Bush of Lemmikainen	231
Bush of Roses of Eternal Slumber	1045
Bushi Slaying, Weapon of	1524
Butler Summoning Gong	821
Butter Knife	1466
Buttercup's Bouquet	231
Button	
of Blasting	231
of Confusion	231
Discus	232
of Fastening	232
of Rosy Vision	232
Byubo's Lamp of Audacity	637

C

Cabalistic Protections, Spellbook of	1155
Cabinet	
of Air Restoration	233
H'Veyk's Cavernous	233
of Ministering	233
of Security	233
Cadaver Comb	290
Caddelyn's Workbook	1155
Caduceus	1274
Caeren-Uroth, Sword	1348
Caftan of Protection	1010
Cage	
Batting	234
of Carrying	234
of Entrapment	234
of Shelter	234
String	235
Cairn Hills, Amulet of the	28
Calabash of Plenty	211
Calathangas, Sword	1349
Calculation, Abacus of	25
Calibar, Sword	1366
Caligarde's Spellbook	1192
Call, Elmarin Cannon	1112
Callarduran Smoothhands's	
Axe	114

Callarduran Smoothhands's	
Chain Mail	72
Calling	
Bell of	812
Cube of	349
Potion of Worm	897
Sphere of False	1269
Calls, of Animal, Horn	1543
Calm, Bragi's Harp of	1322
Calming, Biwa of	1320
Caloric Shield Oil	766
Calvan's Bell	812
Camel Standard, Nithian	760
Cameo	
of Appearance	235
Equus	235
of Incompetence	236
Can (n.)	
of Cant	237
of Moonlight	237
of Preserving	237
of Spinach	237
of Worms	237
Zwann's Irrigation	237
Zwann's Watering	237
Can Use Scroll Spells, Who	1070
Canaith Lyre	1330
Canaith Mandolin	1331
Cancellation, Rod of	1024
Candle	
Black	240
Blinking	240
Blue	240
of Brilliance	240
of Charming	240
Convocation	241
Darkness	241
Defense	241
Disruption	241
Divination	241
of Everburning	241
of Evocation	242
Exploding	242
Fireballs	242
Flame	242
Flame Arrow	242
Flame Blades	242
Gold	242
Insanity Gas	246
of Invocation	243
Making	238
Methven	243
Noora's, of Propitiousness	243
Poison	246
of Powerlessness	243
of Propitiousness	243
of Protection	243
Purple	244
Pyrotechnics	244
Ranger's	245
Red	244
Reflection	244
Sanctuary	244
Shielding	245
Sleep	246
Smoke	246
Smoke Detection	245
of Spells	245
Survival	245
Sweet Smell	246
of Transference	245
Unfailing Light	245
of Vapors	245
Visibility	246
Yellow	246

Candle Snuffer			
of Death	246	Fates	381
of Dousing	246	Fiend	388
of Exploding	247	Flames	380
Remote	247	Fool	381, 382
of Serving	247	Gem	380
Candlemaking, Ladle of	635	Hanged Man	387
Cane		Hermit	385
of Age	247	Hierophant	384
of Armament	247	Idiot	381
of Blindness	247	Jester	381
of Detection	247	Judgment	390
of Stiffness	248	Justice	386
of Striking, Wemick's	248	Key	380
Canister of Condiments	248	Knight	380
Canister of Curses	249	Lovers	384
Cannon Call, Elmarin	1112	Magician	383
Canoe		Major Arcana, Tarot	382
Portable	180	Minor Arcana, Tarot	391
of Portage	178	Moon	380, 390
& Tackle Box,		Rogue	381
Goerl's Portable	179, 214	Ruin	381
of Travel	178	Skull	380
Canon of Changes	1439	Star	380, 389
Canopa's Sword	1349	Strength	385
Cant, Can of	237	Sun	380, 390
Cant, Ring of the Thieves	973	Talons	381
Canteen		Temperance	388
of Coolness	249	Throne	380
Erdlu	249	Tower	389
of Purification	249	Vizier	381
Cantrips, Ring of	952	Wheel of Fortune	386
Cap		World	391
of the Beguiler	250	Card Suits, Tarot	
Cursed School	250	Cups	395
Dream, of Veluna	250	Pentacles	401
of Evil	250	Swords	398
Healing, of Veluna	250	Wands	391
Nightcap of Sleep	250	Careful Hearing, Wax of	1505
Nightcap of Vision	250	Carnation	766, 900
Pileus	251	Carnelian Idol	610
School	251	Carnelian of Neverwinter	523
of Sleep	251	Carnelian Orb of Golden Death	795
of Teleportation	252	Carnivorous Balloon	151
of Vision	252	Carp Figurine, Silver	477
Caparison		Carpet	
Armored	252	Accursed	256
of Comparison	252	of Diving	256
of Enslavement	252	of Fighting	256
of Protection	253	of Flying	257
of Silence	253	of Flying, Leonardo's	257
of Sustenance	253	of Frying	257
Cape		Rug of Mothering	257
(See also: Cloak, Coat, Robe)		Rug of Smothering	257
of Disguise	253	Rug of Welcome	257
of Good Hope	253	Self Cleaning	257
of the Hornet	253	Solomon's Magic	259
of Horns	253	Carpenter's Bag of Holding, Henry's	134
Iuz's	255	Carrage's Decanter	
of Protection	255	of Endless Steam	375
of Reeking	255	Carrage's Iron Golem	255
Shadow	255	Carrying, Boot of	193
Captain with Pipe, Old	1303	Carrying, Cage of	234
Captain's Sword	1349	Cart	
Captivity, Tent of	1429	of Convenience	259
Caracanomos, Staff of	1274	of Decks	259
Caramon's Sword	1382	Mouse	259
Card		Cartographer's Amulet	28
Balance	381	Carven Oak	259
Chariot	385	Carving Knife	1466
Comet	380	Carving of Restful Sleep	261
Death	387	Caryatid Golem Libram	662
Deck of	377	Case	
Donjon	381	Alternate World Gate, Violin	501
Emperor	383	of Compression	261
Empress	383	of Document Transmission, Scroll	261
Euryale	381	Exalted Component	261
		Portmanteau of Frugality, Tenser's	261
		of Scroll Holding	261
		Casimur's Spellbook	1231
		Cask, Everfull	262
		Cask of the Wind Spy	262
		Casket of Furyondy	317
		Castellan's Magical Prison	915
		Casterbane	1349
		Casting Scroll Effects	1068
		Castle, Cloud	263, 265
		Cat Mother, Opal	477
		Cat of Felkovic	474
		Cat's Eye Marble	696
		Cat's Eye Ring	952
		Catalogue of Outer Plane	
		Artifacts, Trimia's	1460
		Catapult	266
		Catapult Helmseeker	596
		Catching, Scroll of Spell	1084
		Caterpillar Control, Amulet of	29
		Caterwauling, Opal Kitten of	477
		Cats Figurine, Opal	477
		Catstaff	1274
		Cauldron	
		Of Air, Mordom's	268
		of Ambrosia	267
		Archdruid	267
		Blindness	267
		of Creatures	267
		of Doom	267
		Entrancement	267
		Foretelling	268
		Fresh Water	268
		Healing	268
		of Heating	268
		Hymir's Steaming	268
		Iubadan's	268
		Plenty	269
		Potion	269
		Restoring Freshness	269
		Warming	269
		Cavernous Cabinet, H'Veyk's	233
		Cegilune's Hag Eye	453
		Cegilune's Iron Pot	269
		Ceiling Wax	1505
		Celedon Kierney's Spellbook, Sir	1243
		Celene, Star of	715
		Celestial Analysis, Scope of	1067
		Celestial Astrolabe	109
		Celestial Fury	1349
		Celestial Planisphere	270
		Celestian, Mantle of	304
		Celestian's Holy Symbol	597
		Censer	
		of Conduct	270
		of Controlling Air Elementals	270
		of Summoning Hostile	
		Air Elementals	
		of Thaumaturgy	270
		Centaurs, Bow of the	203
		Centeotl's Staff	1274
		Ceremonial Belt, Elk Clan	168
		Ceremonial Dagger	359
		Certain Wagering, Dice of	406
		Ch'Aranol's Staff, Alar	1272
		Chasers, Noisome Spirit	760
		Chain	
		Daisy	271
		Danleor's Dungeon	271
		Gong	821
		of Pao, Ivory	272
		of Transport	273
		Chainmail	
		Arvoreen's	71
		Callarduran Smoothhands's	72
		Elven	74
		Inneval's Red	77
		Skoriaan's Drow	82

Chains, Dragonisle's Harbor.....	413	of Vix.....	281	Chimera, Talisman of the.....	1421
Chainsword.....	1350	Charisma, Collar of.....	325	Chitin Golem Libram.....	663
Chair		Charisma, Libram of.....	668	Chocolate.....	766, 900
Amnesia.....	273	Charm		Choir Bell.....	814
of the Ancestors.....	273	Amulet of Immunity to.....	35	Choking, Dust of Sneezing and.....	423
of Audience.....	1088	Armor of.....	72	Chopper-Ripper,	
of Extra Seating.....	274	of Boot Restoration.....	281	Timberbane's Clockwork.....	1435
of Helplessness.....	274	of Distraction.....	281	Chopping Sword.....	1351
of Relaxing.....	274	of Favor.....	281	Chung Kuel's Staff.....	1283
of Retrieval.....	274	Hunting.....	282	Church Bell.....	815
of Seeing.....	274	Luck.....	282	Churning, Ring of Continual.....	954
of Travel.....	274	Necklace of Protection Against.....	752	Cildarius's Ring of Wizardry.....	952
of Ugliness.....	274	Oil, Maybel's Insect Charm.....	773	Cind's Recorder, Ye'.....	1556
Chakyyik, Razor Claws of.....	507	Open Doors.....	282	Cindergem.....	518
Chalice		Person, Sword of.....	1351	Cintronella Oil.....	766
of Colors.....	275	of Pest Protection.....	282	Circle, Book of the Wyvernwater.....	1265
of Continual Water.....	275	of Protection from.....	282, 283	Circles, Book of Black.....	1146
of Detection.....	275	Rabbit's Foot.....	283	Cirelet	
Eucharistic.....	275	Resistance, Amulet of.....	29	of the Adder.....	289
Holy Grail.....	275	of Resource.....	283	of Betrayal.....	1458
of Identification.....	276	Shield of.....	1093	Coronet of Communication.....	290
of Irreversibility.....	276	of Sympathetic Heating.....	283	Dalvan's.....	290
of Liquid Food.....	276	Tree Climbing.....	283	Diadem of Doom.....	290
of Planar Travel.....	276	Wolfspaw.....	284	Golden.....	291, 292
of Poison.....	276	Charming		of Greyhawk, Golden.....	292
of the Shield Lands.....	277	Amulet of.....	29	of Pride.....	(See <i>Golden</i>)
Silver.....	277	Arrow of.....	86	of Psionic Enhancement.....	292
Chalyik, Tiger Cloak of.....	311	Biwa of.....	1321	of Underwater Speech.....	292
Chambeeleon.....	1156	Candle of.....	240	of the Wyrn.....	292
Chamber, Disintegration.....	407	Dart of.....	372	Cirulon	
Chamber, Teleportation.....	1454	Eye of.....	453	Globe of.....	538
Chameleon Cloak.....	298	Fan of.....	465	Helmet of.....	585
Chameleon Power, Potion of.....	857	Harp of.....	1323, 1326	Ring of.....	951
Chameleon Power, Ring of.....	952	Lens of.....	653	Staff of.....	1275
Chance, Deck of.....	377	Murlyn's Harp of.....	1326	Citronella Oil/Powder.....	766, 900
Chancelessness, Dice of.....	406	Qanun of.....	1332	Cittern, MacFuirmidh.....	1321
Chandrasakar's Air Spores.....	26	Ring of Protection from.....	987	City, Scepter of the Forgotten.....	1062
Change, Collar of.....	325	Weapon of.....	1510	Civet Oil.....	766, 900
of Change, Horn.....	1544	White Cloak of.....	312	Claudiaudience	
Changing Cloak.....	298	Charms, Bracelet of.....	216	Arrow of.....	87
Changer Box, Money.....	215	Cheese of Odors.....	284	Crystal Ball avec.....	346
Changes, Canon of.....	1439	Cheese of Vile Odors.....	284	Potion of.....	857
Changing, Armband of Snake.....	66	Cheetah Cloak of Amedio.....	298	Ring of.....	953
Changing Girdle of.....		Cheetah Speed, Amulet of.....	29	Weapon of.....	1510
Femininity/Masculinity.....	533	Chemcheaux Teleport Pad.....	1453	Clairvoyance	
Changing, Ring of Shape.....	997	Chemosh, Icon of.....	607	Arrow of.....	87
Chaos, Apple of.....	58	Cherry Pit.....	1089	Potion of.....	857
Chaos Supreme, Talisman of.....	1421	Chess Game		Weapon of.....	1510
Chaotic		Fextree Set.....	284	Clamorour, Sword.....	1351
Creature Whip, Tar's.....	1534	Khas.....	286	Clan Ceremonial Belt, Elk.....	168
Evil, Crown of.....	937	Magical.....	286	Clapper, Bone.....	183
Evil, Orb of.....	937	Marbol's.....	286	Clarifier Ring of Invisibility.....	
Evil, Scepter of.....	937	Chest		Negation.....	971
Good Angel, Basin of the.....	161	of Drawers.....	287	Clarity, Potion of.....	857
Good, Crown of.....	937	Feather Token.....	466	Clasp of Holding, Cloak.....	312
Good Holy Shield.....	1098	Foot Stool.....	287	Claustrophobic Weapon.....	1510
Good, Orb of.....	937	Oyster.....	287	Claw	
Good, Scepter of.....	937	Quartermaster's.....	288	of the Bear.....	503
Neutral, Crown of.....	937	of Sieges.....	288	Griffon's.....	550
Neutral, Orb of.....	937	of Zorathus.....	288	Ice.....	1376
Neutral, Scepter of.....	937	Chiang's Dagger, Sung.....	369	of Magic Exchange, Noj's.....	294
Wyrn, Rod of the.....	1043	Chicken Heart.....	573	of Magic Stealing.....	293
Chaplet of Creature.....		Chief Shaman's Spellbook.....	1157	of Mighty Simurgh.....	293
Recognition.....	277	Chih-Nii's Dagger.....	359	of Nezzram.....	294
Characters, Weapons vs.....	1516	Child, Lightning's.....	1019	Razor.....	507
Chardalyn.....	1308	Childishness, Potion of.....	857	Twisted.....	294
Charged Smoking Pipe.....	1122	Chill Blade.....	359	Clawed Gauntlet.....	503
Chariot		Chilling, Potion of Soul.....	890	Claws	
Card.....	385	Chilling Snare.....	288	of Chakyyik, Razor.....	507
Franklyn's Incredible.....	278	Chime		Fire.....	504
Hover.....	278	Featherchimes.....	816	Potion of Useful Crab.....	895
Myl's Mouse.....	280	of Hunger.....	817	of Raking.....	542
of Ra.....	280	of Interruption.....	817	Clay Potion.....	857
Red of Agni.....	280	of Opening.....	816, 817	Clean and Dry Potion.....	857
Surya's.....	280	of Time.....	818	Cleaning Carpet, Self.....	257
Sustarre's (of Flames).....	277	of Visitors.....	818		
Underwater.....	280	of Warning.....	818		

Comfort			
Apron of	58		
Armor of	72		
Blanket of	173		
Boot of	193		
Cloak of	299		
of Sleep, Armband	65		
Comfortable Seating, Couch of	274		
Comforts, Torloch's Saddle of	1050		
Command			
Amulet of Elemental	31		
Armor of	73		
Bracelet of Scaly	219		
Fisher's Trident of Fish	841		
Hat of	569		
Horn of	1545		
Mirandos's Staff of Insect	1285		
Ring	954		
Ring of Elemental	960		
Ring of Paraelemental	985		
Ring of Quasielemental	988		
Staff of	1275		
Sword, Flames on	1369		
Trident of Fish	841, 844		
Wand of Metal	1487		
Wands			
(Optional Rule), Staff	1271		
Commanding			
Finger of	480		
Fire Elementals,			
Brazier of	223		
Lyon's Harpsichord of	1328		
Oil/Powder of	766, 901		
Staff of	1275		
Water Elementals,			
Bowl of	211		
Commands, Thread of	1432		
Communication			
Amulet of	29		
Cone of	327		
Coronet of	289		
Lore of Subtle	1192		
Pin of	228		
Scroll of	1071		
Communications and Sigils, Art of	1140		
Companion, Sword	1352		
Comparison, Caparison of	252		
Compass, Elemental	440		
Compliance, Moto Moto Rod of			
Thundering	742		
Component Case, Exalted	261		
Component Pouch, Zagyg's			
Spell	147		
Components & Reactions			
of Phosphorus	1157		
Comprehend Languages Recipe	1241		
Comprehending Languages and			
Reading Magic, Helmet of	586		
Comprehension, Jar of	622		
Comprehension, Potion of Arcane	856		
Compression, Case of	261		
Compression, Cursed Case of	261		
Compulsions, Wizzo's Ring of	1007		
Concealed Wizardry			
Armor of	73		
Shield of	1094		
Weapon of	1511		
Concealing, Boot of	193		
Concealment			
Dagger of	359		
Inkwell of	612		
Jellaba of	1011		
Moto Moto Rod of	742		
Concentration Oil/Powder	766, 901		
Concluder, Sword	1367-1368		
Conditional Ruptures, Thesis on	1247		
Conduct, Censer of	270		
Cone of Communication	327		
Confusion, Bagpipes of	1536		
Confusion, Button of	231		
Confusion Mirror, Yefar's	736		
Confusion, Oil/Powder of	766, 901		
Confusion, Potion of	858		
Conical Hat	569		
Conjuration			
Engine, Internal	612		
Libram of Gainful	662		
Staff of	1275		
Wand of	1476		
Conjurations Magic and Phantasms,			
Selvar's Ineffable	1227		
Conjurations, Repertoire of			
Illustrious	1220		
Conjurer Puppet Libram	660		
Conjurers, Epic Saga of the Great	1165		
Conjuring Elementals, Staff of	1272		
Conjuring, Weapon with Hilt of	1514		
Connection, Arrow of	87		
Conquering Glory Powder	901		
Conquering, Oil/Powder			
of High	770, 904		
Constitution, Libram of (Study)	668		
Constitution, Ring of	964		
Constriction, Rope of	1043		
Construckzion Libram, Gollum	663		
Construction, Apparatus of Dreadful	56		
Constructions, Potion of			
Detection of Unsafe	895		
Constructs, Libram of	660		
Constructs, Weapon with Bonus vs.	1509		
Consumption, Potion of Safe	887		
Contact Disruption, Potion of	858		
Contact, Headdress of Peaceful	572		
Containment, Balloon of	151		
Containment, Bottle of	199		
Contemplation, Opal Kitten of	477		
Contention, Mysibis's Codex of	1197		
Contents, Table of	1417		
Continual			
Churning, Ring of	954		
Cleanliness, Armor of	73		
Fire, Torch of	1452		
Light, Lamp of	637		
Light Reflector	329		
Light, Stone of	1309		
Light, Wand of	1477		
Sharpness, Knife of	365		
Torch	1453		
Water, Chalice of	275		
Continuous Water, Pitcher of	838		
Contracts of Nephas	329		
Contrariness, Ring of	955		
Control			
Amulet of Arachnid	28		
Amulet of Caterpillar	29		
Armor of Temperature	82		
Badge of Monster	123		
Bridle of	223		
Checks	1520		
Doll	329		
Dragonfly	848		
Human	848		
Muzzle of Lycanthrope	743		
of PCs, Weapons in	1520		
Poker of Fire	840		
Potion of	855, 858, 864, 866, 870, 872, 882, 891, 895		
Ring of	947, 949, 970, 978, 985		
Torch of	1453		
Trident of Fish	844		
Wand of Fog	1482		
Zither of Zombie	1334		
Controllable Glowing Globe	538		
Controllable Scent			
Neutralization, Potion	888		
Controlling			
Air Elementals, Censer	270		
Damage, Potion of	858		
Earth Elementals, Stone of	1309		
Oil/Powder	766, 901		
Convenience, Cart of	259		
Converging Transitions,			
Theories on	1251		
Conversion, Balance Scale of	148		
Conviv Tree, Leaf of (Enchanted)	652		
Convocation Candle	241		
Cooking, Pan of	802		
Cool Hand Lute	1328		
Cooling, Cube of Liquid	351		
Cooling Fan	465		
Coolness, Armor of	73		
Coolness, Canteen of	249		
Coolness, Ring of	955		
Copper			
Bracelet	217		
Coin	321		
Cube, Khurgorbaeyag's	351		
Dragon Cloak	300		
Dragon Slayer, Sword	1357		
Flask	488		
Lance	647		
Piece, Cursed	321		
Pipes	1554		
Ring of Fire, White	1007		
Shield	1094		
Copying, Quill of	924		
Coracle, Folding	178		
Coral Dragon Figurine	475		
Cord			
of Binding	329		
of Ekbir	330		
Faithful Knot	330		
Kybal's	330		
Cordial	852		
Cordial, Dryad	330		
Corellon's			
Crystal Statuette	1303		
Long Bow	203		
Sword	1352		
Corgon's Breath, Sword	1374		
Corkitron's Ring of Human Influence	955		
Cormac, Loupe of	537		
Cornucopia Horn	599		
Cornugon	1192		
Coronet of Communication	289		
Corpus, Influence on Solid	1181		
Corridors, Wand of	1477		
Corrosive Touch, Potion of the	858		
Corruption, Crown of	332		
Corthalis, Sword	1352		
Corusk, Blade of, Sword	1347		
Corusk Mountains, Headband of the	572		
Corusian Stone	1309		
Cosette's Necklace	748		
Cosmetology, Ball of	149		
Cosmetology, Glove of	542		
Cosmogony of Magnetic Fluids	1157		
Cost of Spellbooks	1133		
Cot			
of Entrapment	331		
of Restlessness	331		
of Suspension	331		
Couatl, Staff of the	1275		
Couch of Comfortable Seating	274		
Counterfeiting, Plate of	839		
of Courage, Flute	1539		
Courier Key	628		
Course Statue, Stone	1305		
Courtain, Sword	1352		
Courtesan's Cream, Ointment	780		
Courtly Etiquette, Ring of	955		

Couter of Valor	65
Covenant, Book of the	1157
Coverlet of Warmth, Silk	173
Cow Bell	815
Cowardice, Sword of	1352
Cowl of Warding	331
Crab Apple	767, 901
Cradle, Blasphor's	173
Craftsmanship, Potion of	859
Craftsmanship, Torc of	1451
Crashing, Cymbal of	818
Crawling, Potion of Snake	889
Cream Ointment, Courtesan's	780
Creation and Modification of Matter	1160
Creation, Coffin of	317
Creation, Helmet of	586
Creation, Homunculus	1154
Creation, Potion of	859, 880
Creation, Quill of Scroll	927
Creation, Rod of Glyph	1028
Creation, Scroll of	1071
Crescent, Tusmit's Battle	715
Crew, Unseen Ship	1465
Crib of Pushing, Blasphor's	173
Cripler Sword, Dragon	1357
Crius's Ring	955
Cronus's Sickle	1115
Crook, Pharaoh's	827
Cross Oil/Powder, Double	768, 902
Crossbow	
of Accuracy	203
of Angling	203
of Distance	203
of Enchantment	203
of Klee	203
Joukiahainen's	208
of Multiplication	203
of Speed	204
Underwater	210
Crossing, Oil/Powder of	767, 901
Crow's Nest	755
Crown	
of Aerdy, Black	332
Altering Naga	334
of the Bandit Kingdom, Iron	334
of Blackmoor	332
of Chaotic	937
of Corruption	332
Dark	333
Emperor's	333
of Evil	943
Feather Token	466
of Good	941
Hooded	333
of Imperium	334
of Lawful	933, 934
of Leadership	334
Naga	334
of Neutral	935, 937
of Neutrality	942
of Rulership	336
Scorpion	337
Sorona	337
of Souls	337, 338
of Stars	338
of the Stars	339
of Summation	339
Teleporting Naga	334
of the Unicorns	339
of Veluna, Silver	337
Velvet	340
of the Void	340
of Yarus	340
Crucible of Melting	341
Crumbling, Leaf of	652
Crusader, Sword	1353
Crushing, Mace of	675

Crutch of Lightning	341
Cryptographs, Idioms & Rare	1181
Cryptomancy, Ancient	1137
Crysome, Sword	1353
Crystal	
Abelaat	341
of Awareness	341
Ball, I	344
Ball, II & III	346
Ball, IV	347
Balls & ESP, Amulets Against	27, 39
avec Clairaudience	347
Coffin	317
of Death Scrying	341
Dragon Slayer, Sword	1357
Door, Black	411
of the Ebon Flame	342
Egg of Desire	430
Eye of the Gods, Ball	347
Hypnosis Ball	347
of Light	343
Mirror	726
Moredlin's, Ball	348
Orb	783
Parrot	348
Phasing	343
Shard of Sakkrad	343
Signaling	344
Sphere, Glain's	1269
Statue, Talisman of the	1426
Statuette, Corellon's	1303
Warfu Stone	1318
Warrior	349
Crystalline Heart, Shekinester's	574
Crystalline Mountains,	
Blue Armor of the	72
Cube	
of Abilities	349
Bullion	349
of Calling	349
Daern's Instant Fortress	350
of Disabilities	350
of Farce	350
of Force	350
of Frost Resistance	351
Glow	351
Ice	351
Khurgorbaeyag's Copper	351
of Liquid Cooling	351
of Luck	351
of Sweetness	352
Cubic	
Cubic Foot	349
Cubic Gate	349
Cubic Yard	349
Cudgel, Bronzewood	314
Cudgel, Druid's	314
Cudzu's Spellbook	1160
Cue Ball	149
Cultured Palate, Utensil of the	1466
Cumin Seed	767, 902
Cup of Al' Akbar	352
Cup of Wine	353
Cuprumbane, Sword	1354
Cups, Suit	395
Curate's Scroll	1071
Curdled Death, Perfume of	823
Curdled Death, Reptilla's Oil	776
Cure Disease, Potion of	859
Cure Wounds, Armor of	73
Cure Wounds, Shield of	1094
Cures, Blessed Book of	1149
Curing	
Arrow of	87
Bead of	751
Curing Seed, Damage, Disease	1090
Dart of	372

Gem of	519
Ladle of	635
Lycanthropy, Potion of	859
Mirror of	726
Staff of	1276
Staff of Striking and	1297
Curse	
Armor, Remove	82
Oil/Powder, Bruno's	765, 900
Shield of Remove	1103
Cursed	
Banner	154
Beserker, Sword	1354
Bow	204
Copper Piece	321
Javelin	623
Money, Raistlin's	324
Pearl of Power	805
Pearl of Wisdom	808
Ring of Armoring, Nuggin's	984
Ring of the Great Kingdom	956
Scroll	1071, 1072
Scroll of Amber	1072
Shovel of Digging	1113
Spinning Wheel	1271
Swords	1354
Tome	1160
Well Stone	1318
Wizard Scroll	1086
Curses	
Canister of	249
Flask of	488
Ring of	956
Urn of	1465
Curtain	
of Death	353
of Scenery	353
of Spying	353
Curtal (Glyph)	1202
Cushion of Regeneration	353
Cuthbert, Mace of St.	679, 680
Cutlass, Blackjammer's	1345
Cutter Sword	1354
Cutter, Flame	1368
Cutter's Tools of Sunndi, Gem	530
Cutting	
Axe of	115
Saw of	1054
Saw of Mighty	1054
Cyclocone	569
Cymbal of Crashing	818
Cymbal of Symbols	818
Cymbeline's Sword	1368
Cymboli's Pipes of Sounding	1536
Cymrych Hugh, Sword of	1355
Cypress Seed	767, 902
Cyria's Winged Boot	194
Cyric's Sword	1355

D

D'Agor's Mirror of Life	
Trapping, Nura	732
Daern's Instant Fortress	350
Daern's Spellbook	1157
Daffy Deck	377
Dagger	
Abbatthor's	356
Alignment Detection	356
Aphrodite's	356
Armor Piercing	356
Baravar Cloakshadow's	357
of Betrayal	1458
of Blackflame	357
Banishing, Blade of	357
Bladestar	357

Deceptor's Boot	194	Kings, Flail of the	485	Magic Missile	687
Deck		Design Notes	4	Passage	405
of Cards	377	Desire, Egg of	430	Time Journeying	405
of Chance	377	Desire Eme's Oil/Powder	767, 902	Devotion, Oil of Great	770
Daffy	377	Desk of Restudying	405	Devotion, Staff of	1276
of Decking	377	Desk of Studying	405	Devouring	
Fortune Telling	377	Destrier Statue, Stone	1305	Bag of	133
of Illusions	377, 378	Destroyer, Ring of		Basket of	161
Janean's, of Many Things	378	Invisibility Negation	971	Blanket of	173
of Many Things	379	Destruction, Libram of	662	Pouch	133
of Many Things, Tarot	381	Detangling, Brush of	230	Dew	
Quarter	381	Detect		Bead of	164
Sun	381	Evil/Good, Weapon of	1511	Sea	1086
Tracer	404	Gems, Weapon of	1511	Tent	1429
of Wondrous Power	404	Lies, Ring of	949	Dexterity	
Decks, Cart of	259	Magic, Gem of Infravision and		Gauntlet of	503
Decoy Dust	419	Magic, Gamalon's	521	Libram of	668
Deeds		Magic Recipe	1242	Oil of	767
Book of Exalted	188	Magic, Weapon of	1511	Ring of	964
Tome of Hopeful	1442	Metal, Weapon of	1511	Diadem of Disenchantment	290
Tome of Hopeless	1442	Shifting Walls/Rooms, Weapon of	1511	Diadem of Doom	290
Deep		Slopes, Weapon of	1511	Diagram Coin, Eight	321
Dragon Slayer, Sword	1357	Detection		Diamond	
Fears of Humanity	1162	of Alignment Dagger	356	Bow	205
Sashelas's Sword	1356	Arrow of Scent	96	Mace	676
Deer Talisman	1420	Box, Burglar	212	of Neverwinter	523
Defender of Feminine Virtue,		Candle, Smoke	245	Orb of Tyche	784
Draxalon	1357	Cane of	247	Pedestal of Blyphian	808
Defender Sword	1356	Chalice of	275	and Silver Mobile	737
Defender's Harp	1323	Clear Spindle of	519	Warrior	348
Defending, Jade Scepter of	1062, 1063	Deep Red Sphere of	519	Diapers, Blashphor's Magical	173
Defending, Weapon of	1511	Earring of Alignment	425	Dice of Certain Wagering	406
Defense		Gem of	519	Dice of Chancelessness	406
Bracer of	221	of Grade or Slope, Potion of	895	Dicerion of Light and Darkness	406
Brassier of	222	Lens of Activity	653	Dido's Flatbox	213
Candle	241	Lens of	654	Difference, Hat of	570
Earring of	425	& Location, Amulet Proof vs.	39	Digestion, Potion of	860
Girdle of Back	532	Morning Star of	488	Digging	
Medallion of	710	of New Tunnels/Passages Potion	895	Cursed Shovel of	1113
Potion of	860	Pale Blue Rhomboid of	519	Potion of	860
Scepter of	1060	Pale Green Prism of	519	Shovel of	1113
Shield, Magical	1099	Pale Lavender Ellipsoid of	519	Diirinka's Robe	1010
Defenselessness, Bracer of	221	Pearly White Spindle of	519	Diirinka's Strand	1010
Defiance, Dagger of	359	Pink Rhomboid of	519	Dimension, Studies on, The Fourth	1244
Deflecting, Weapon of	1511	Pink and Green Sphere of	519	Dimensional Mine	447
Deflection, Bracer of	221	Potion of Danger	859	Dimensional Pool	847
Deflector, Missile	1100	Powder of Magic	905	Diminution, Potion of	860
Defoliation, Wand of	1478	Ring of Magic	977	Dimunition, Flagon of	484
Deftness, Potion of	860	Scarlet and Blue Sphere of	519	Dindower's Dust of Disappearance,	
Delay, Scroll of	1073	of Shifting Walls/Rooms Potion	895	Violet	423
Delicacies, Bowl of	211	of Stonework Traps/Pits Potion	895	Dinner Plate	839
Delight, Cloak of	299	of Unsafe Constructions Potion	895	Dinosaurs, Weapon with Bonus vs.	1509
Delightful Transports, Box of	212	Vibrant Purple Prism of	519	Dionysus's Staff	1276
Delusion		Weapon of	1511	Diplomacy Rod of Furyondy	1025
Gem of	519	Detection Wands		Direction	
Potion	852, 860	of Enemy	1480	Arrow of	88
Ring of	957	of Magic	1486	of Travel, Potion of Determining	895
Delusional Insanity	40	of Metal	1487	Potion of	860
Delzoun's Fist	552	of Metal and Mineral	1487	Sundial of	1335
Demanding Battering Ram, Bigby's	162	of Secret Door	1493	Disabilities, Cube of	350
Dementia Praecox	40	of Secret Door and Trap	1493	Disappearance	
Demeter's Spear	1129	of Trap	1495	Belpouch of	132
Demron's Bane	1369	Detector, Sargasso	1052	Door of	411
Dendan Oil	767	Detector, Spelljammer	1268	Dust of	419
Denial, Band of	152	Determining Depth Underground		Violet Dindower's Dust of	423
Depetrification, Ring of	957	Potion	895	Disarming, Arrow of	88
Depth Location, Ring of Aquatic	948	Determining Direction of Travel		Disarming, Dart of	373
Depth Underground, Potion of		Potion	895	Discomfort, Grains of	549
Determining	895	Detho's Libram	1162	Discord	
Desalination Tablet	837	Detonation, Arrow of	88	Bell of	815
Descending, Stair of	1301	Deutschechen's Spellbook	1171	Biwa of	1321
Desert		Deva		Harp of	1323
Aba of the	1009	Mace, Astral	675	Qanun of	1332
Blade, Sword	1356	Rod, Monadic	1033	Discus	
Boat	178	Sword, Movanic	1383	Button	232
Evening, Armor of the	73, 81	Device		of Disenchantment	407
Holy Star of the Bright	1303	Explosive	447	Shield	1094

Disease		
Charm of Protection from	282	
Curing Seed	1090	
Elixir of Health	442	
Potion of Cure	859	
Potion of Immunity to	873	
Warding, Tapestry of	1427	
Disenchantment		
Diadem of	290	
Discus of	407	
Oil of	767, 775	
Disguise		
Cape of	253	
Collar of	325	
Fez of	570	
Hat of	570	
Mask of	698, 699, 702	
Ring of	957	
Disguises, Helmet of	586	
Disintegration, Arrow of	88	
Disintegration Chamber	407	
Disintegration Egg	431	
Disjoining, Staff of	1276	
Disk		
of the Azure Sea	408	
Displacer	408	
of History	408	
Disks of Mishakal	185, 187	
Dismissing Flute	5141	
Dispelling		
Arrow of	88	
Dart of	373	
Gong of	821	
Staff of	1277	
Dispersion, Dust of Trail	423	
Displacement		
Aba of	1009	
Cloak of	299	
Door of	411	
Marv's Necklace of Memory	750	
Staff of	1277	
Wand of	1277, 1479	
Displacements and Modeling		
the Milieu	1165	
Displacer Cloak	299	
Displacer Disk	408	
Display Window	1559	
Disruption		
Candle	241	
Mace of	676	
Potion of Contact	858	
Weapon of	1512	
Dissimulation and Obscuration	1165	
Distance		
Arrow/Bolt of	88	
Blowgun of	176	
Bow of	204	
Crossbow of	203	
Javelin of	623	
Missile Weapon of	92	
Distant Viewing, Orb of	784	
Distant Vision, Glass of	536	
Distillate of Wolfsbane	442	
Distortion, Bample's Rod of	1022	
Distortion, Map of	690	
Distortion, Rod of	1025	
Distraction		
Charm of	281	
Cursed Ring of	957	
Egg of	431	
Prism of	912	
Ring of	957	
Divergence, Staff of	1277	
Divination Candle	241	
Divination, Scroll of Protection from	1077	
Diviner of Life	1026, 1278	
Diving, Carpet of	256	
Divining, Rod of	1026	
Dizziness, Ring of	957	
Djinn		
Bane Sword	1371	
Bottle	917	
Nay (Flute)	1539	
Summoning, Noora's Ring of	984	
Djinni		
Desert Blade, Sword	1356	
Flask (Iron)	489	
Scroll of Protection from	1078	
Slayer Sword	1371	
Summoning, Ring of	958, 967	
Summoning, Turban of	1463	
Doas Isay's Oil/Powder	767, 902	
Docking, Gaff of	501	
Document Transmission,		
Scrollcase of	261	
Dog		
of the Desert's Spellbook, Mad	1192	
Onyx	479	
Sitting	1561	
Dogmatic Methods,		
Tome of	1439, 1440	
Doll, Control	329	
Dolmaria's Staff of Withering	1278	
Dolphin, Sahuagin	368	
Dolphins Horn	1545	
Dolphins' Bane	359	
Dome of Shapes	410	
Domination, Intelligence and Intuitive	1182	
Domination, Scroll	1073	
Donjon Card	381	
Donoagi, Eye of	453	
Doom		
Arm of	63	
Bell of	815	
Bringer of	212	
Cauldron of	267	
Diadem of	290	
Ortnit's Lance of	648	
Pipes	1536	
Trumpet	1557	
Zosh's Xebec of, Sword	1415	
Doomwarding, Dagger of	359	
Door		
Aruthir's Living	411	
Back	411	
Black Crystal	411	
Detection, Wand of Secret	1493	
of Disappearance	411	
of Displacement	411	
Front	412	
of Guarding	412	
Revolving	412	
of Teleportation	412	
of Terror	413	
& Trap Detection, Wand of Secret	1493	
& Trap Location, Wand of Secret	1493	
Trick	413	
Doors		
Charm of Open	282	
Map of Illusions and Secret	692	
Map of Magic and Secret	692	
Map of Secret and Traps	695	
of Mapping and Secret	693	
and Passages of Parallel Worlds	1165	
of Secret	695	
Weapon of Find Secret	1512	
Dori's Obsidian Steed		
of Wondrous Power	475	
Dorus's Lyre	1330	
Doss Lute	1329	
Doss Lyre	1330	
Double Cross Oil/Powder	768, 902	
Doubling, Bow of	204	
Dousing, Candle Snuffer of	246	
Dove's Harp	1323	
Dowsing Key	628	
Dracolith, Arcane Formulae for a	59	
Dracolith, Potion of the	861	
Draconian Slaying, Arrow of	88	
Draconic Influence, Orb of	784	
Draft, Durimal's Potent	828	
Draft of the Voodoo Masters, Dark	859	
Drag Net	756	
Dragon		
Armor, Evil	75	
Bane, Blue	1348	
Bone	183	
Breath, Egg of	431	
Breath, Potion of	862	
Breath, Scroll of Protection from	1077	
Claws, Sword	1356	
Cloak	300	
Coiled	1561	
Control, Potion of	864	
Cripler Sword	1357	
Fang	360	
Figurine, Coral	475	
Flag	155	
Lamp	640	
Lily	1089	
Orb	785, 786, 799	
Pearl	804	
Protection, Shield of	1094	
Scale Mail, Red	81	
Sight, Potion of	865	
Slayer, Bronze	1354	
Slayer Sword	1357	
Slaying, Sword of	1357	
Slaying, Weapon of	1524	
Slippers	1120	
Tooth	1448	
Warding, Amulet of	29	
Whistle	1557	
Wing	1560	
Dragonkind		
Arrow of Slaying	97-99	
Dart of Slaying	375	
Orb of	785, 786-795	
Weapon with Bonus vs.	1509	
Dragonance, Lesser	648	
Dragonance, True	649	
Dragannel-by-the-Cliff	101	
Dragon's		
Blood Potion	865	
Blood Powder	902	
Eye	454	
Dragonarmor	73	
Dragonbait's Holy Avenger Sword	1356	
Dragonette, Orb of the	785, 794	
Dragonfang	360	
Dragonflail	487	
Dragonfly Control	848	
Dragonhelm	588	
Dragonisle's Harbor Chains	413	
Dragons		
Flagon of	483	
Helmet of	586	
Medium Shield +2/+3 vs.		
(of Lorin)	1099	
of Protection	1094	
Shell of Protection vs.	439	
Shield +2/+3 vs.	1095	
Dragonscale Shield	1095	
Dragonshield	1095	
Dragonslayer Sword	1357	
Drain		
Armor of Energy	74	
Life Energy, Sword	1357	
Shield of Energy	1095	
Draining Sword, Nine Steps	1386	
Draining, Weapon of	1512	

Drake, Orb of the	794
Dramatic Death, Amulet of	29
Draskilion's Amulet of Life	31
Draupnir	958
Draw Poker	840
Drawer of Easy Retrieval	413
Drawers, Chest of	287
Drawmij's Spellbook	1220
Draxalon Defender of Feminine Virtue	1357
Dreadful Construction, Apparatus of	56
Dreadful Sleep, Gas of	501
Dream	
Cap of Veluna	250
Oil of	768
Powder	902
Stone	1309
Dreamhold	432
Dreaming, Potion of	865
Dreams	
Aroma of	823
Talisman of	1421
Well of	1528
Dreamsinger, Sword	1357
Dreamspeech, Potion of	865
Dress of Amazement	413
Dress of Protection	414
Dressing, Window of	1559
Drink, Kur's	874
Drinker, Blood, Sword	1347
Drinker, The (Adjatha), Sword	1336
Drinking, Ladle of	635
Drinking, Slippers of	1121
Driver, Mace	676
Dromond	177
Droning, Bagpipes of	1537
Drow	
Chain Mail, Skoriaan's	82
Ring of the	958
Treasure	21
Drug, Truth	895
Druid	
Spells, Scroll of Seven	1083
Staff	1278
Cudgel	314
Druidic Tongue, Ring of the	973
Druids, Staff of the	1278
Drum	
Bass	818
of Deafening	819
Lei Kung's	819
of Menace	819
Native	819
of Panic	819
of Silence	820
Snare	820
Tabele	820
of Thunder	820
Drumming, Kettle of	627
Drunkard's Spellbook, Bosero The	1150
Drunkennes, Philter of	828
Drunkennes, Potion of	865
Drusion, Gem of	520
Dry Potion, Clean and	857
Dry Steppes, Scarf of the	1059
Dryad Cordial	330
Dryad, Oil of the	768
Drying, Rag of	931
Drying, Robe of	1010
Dryness	
Bedroll of	166
Dust of	419
Socks of	1126
Duathal's Mace, Muamman	677
Dugal's Bagpipes of Fear	1537
Dugal's Musical Instruments	820, 1320, 1538

Dugmaren Brightmantle's Broad Sword	1358
Dulama's Alchemy Jug, Louie	626
Dulling, Dust of Mind	421
Dulling, Malto's Dust of Mind	421
Dullness, Dust of	419
Dumathoin's Mattock	709
Dungeon Chain, Danleor's	271
Dunhill's Spelljamming Apparatus of Kwalish	414
Duplication, Bag of	134
Duplication, Ladle of	635
Duplication, Mirror of	726
Durability, Masthead of	709
Durance, Vial of	1472
Durandal, Sword	1358
Durandan, Sword	1358
Durandana, Sword	1358
Duration, Potion	853
Durimal's Philters	828
Dust	
of Absorption	414
of Adhering	414
Allergy	414
of Appearance	415
of Blandness	415
of Blending	415
Quasielemental Command, Ring of	989
Decoy	419
of Disappearance	419, 423
of Dryness	423
of Dullness	419
Feather	420
Fertilization	420
Fodder	420
of Forgetfulness	420
Green Sleeping	420
of Hearing Dullness	419
of Illusion	420
Leech	421
Mage Shot	1112
Malto's, of Mind Dulling	421
of Mind Dulling	421
of Opposition	421
Paralyzation	421
of Piquantness	415
Revealing	422
Rust	422
of Sight Dullness	419
of Sixth Sense Dullness	419
Sleep	422
of Sleeping	422
Small Bird Repulsion	422
of Smell Dullness	419
of Sneezing	423
of Sneezing and Choking	423
Sparkling	423
of Taste Dullness	419
of Touch Dullness	419
of Tracelessness	423
of Trail Dispersion	423
Violet Dindower's of Disappearance	423
Dwarf Control, Potion of	872
Dwarf Thrower	552
Dwarfbane (Poison)	1201
Dwarvenkind, Girdle of	533
Dwarves and Halflings, Arcane Resistance of	1140
Dwarves, High Anvil of the	51
Dyeing, Jug of	626
Dyerwaen, Sword	1358
Dylan Longbranch's Spellbook	1165
Dynamo of Flying	423
Dypshetz's Powder of the Black Veil	902

Dyvers, Woodworker's Tools of	1446
Dzance's Guardian	1095

E

E'soa Ho-chi	1440
Eagle	
Bow	204
Eye of the	455
Lens of the	654
Ring of the	959
Talisman	1421
Ear, Ring of the	959
Earring	
of Alignment Detection	425
of Burrowing	425
of Defense	425
Equus	425
of Paralysis	426
of Protection	426
of the Sea	426
of Seamanship	428
of Understanding	428
Earth	
Adaptation, Ring of	959
Command, Ring of	960
Control, Potion of Elemental	866
Elemental Ball	149
Elementals Scroll of Protection	1077
Elementals Stone of Controlling	1309
and Fire, Staff of	1278
and Fire Adaptation, Ring of	959
Hierophant, Ring of the	969
Invulnerability, Oil of Elemental	768
Lesser Talisman of	1421
Metamorphosis, Ring of	961
Parting, Pick of	835
Parting, Cursed Pick of	835
Passage, Orgel's Wand of	1491
Salt of the	248
Scroll of Protection from	1077
and Sea Ship	1105
Staff of	1278, 1279
and Stone, Wand of	1479
Earthcaller's Rod, Segojan	1038
Earthquakes, Gong of	821
Eartrumpet	428
Eastern Wooden Armor	73
Easy Retrieval, Drawer of	413
Easy Travel, Barding of	158
Eating, Ring of Spell	1000
Eating, Spoon of	1467
Ebbing Tide, Pearl of the	805
Ebomara's Slippers of Spider Climbing	1121
Ebon Flame, Crystal of the	342
Ebon Flame, Sword of the	1359
Ebon Skull	1115
Ebonbane, Sword	1359, 1360
Ebony Fly	478
Echo & Resonance of the Great Void	1165
Echoes, Cloak of	300
Edge, The, Sword	1363
Edible Objects, Puchezma's Powder of	907
Edu'sascar, The	428
Eelix, Armor of	74
Eelix, Ring of	959
Effects	
Casting Scroll	1068
Protection Scroll	1068
or Uses, Gem Type vs.	514
Efreet	
Bane Sword	1371
Bottle	917
Riqq of the	823

Efreelt		Control, Potion of	866	Elvenstar	517
Bottle	199	Death, Trident of	844	Elyas, Perfume	824
Bottle, Thuba's	201	Fire, Rod of	1026	Elyromancia, Nchaser's	1202
Desert Blade, Sword	1356	Flask	489	Ema of Wishes	446
Scroll of Protection from	1078	Invulnerability, Oil of	768	Emanations, Great Paravissal	1178
Scroll of the	1073	Metamorphosis, Ring of	961	Embroidery, Thread of	1432
Slayer Sword	1371	Power, Staff of	1278	Emerald	
Slaying, Sword of	1364	Slayer, Water	847	Bupu's	517
Summoning, Ring of	967	Slaying, Weapon of	1524	Dragon Slayer, Sword	1357
Summoning, Turban of	1463	Transmogrification, Wand of	1479	Frog Figurine	475
Egg		Travel, Talisman of	1421	Mobile, Ruby, Turquoise, and	737
Antimagic	429	Wizard, Arrow of Slaying	99	of Neverwinter	523
Apprentice's	430	Elementals		Emotion, Moodarvian Ring of	979
Black	430	Arrow of Harming	90	Emotions, Amulet of	3
Cloudkill	430	Arrow of Slaying	99	Emotions, Blowgun of Wild	176
of Desire	430	Bowl of Commanding Water	211	Empathy, Medallion of	710
Disintegration	431	Brazier of Commanding Fire	223	Emperor Card	383
of Distraction	431	Censer of Controlling Air	270	Emperor's	
of Dragon Breath	431	Censer Summoning Hostile Air	270	Axe of the	116
Dreamhold (The Promise)	432	Scroll of Protection from	1077	Crown	332
of Fascination	432	Spear +4 vs. Fire	1132	Mirror	727
Flame	433	Staff of Conjuring	1272	Sword	1365
Fog Cloud	433	Stone of Controlling Earth	1309	Empress Card	383
Golden	433	Elements		Empty Flask (Iron)	489
Golden, of Ghastar	433	Air, Staff of the	1280	Empty Quiver, Never	929
Gray	434	Fire, Staff of the	1280	Enchanted	
Guardian	434	Ring of Protection from The	988	Beings, Bane of	1343
Hard-Boiled	434	Staff of the	1279	Cherry Pits	1089
Imprisonment	435	Table of the	1417	Enhancements	21
Incubulum	435	Elephant Marble	478	Gear, Primal's Useful	913
Khenel's Philosopher's	436	Elf Control, Potion of	872	Grappling Iron	549
Mishakal's Token	436	Elf Summoning, Stocking of	1306	Leaf	652
Multicolor	436	Elixir		Monsters, Arrow of Slaying	97
Philosopher's	436	of Additional Weaponry	441	Monsters, Dart of Slaying	375
of the Phoenix	436, 437	All-Purpose Healing	441	Monsters, Weapon Bonus vs.	1509
of Pink	438	Distillate of Wolfsbane	442	Sword of Sylaire	1365
of Reason	438	Glitz & Klaz's	442	Enchantment	
of Rotten	438	of Health	442	Arrow of	89
of Shattering	439	Heroic Action	442	Axe of	117
Shell of Protection	439	Kindness	442	Bow of	89, 204
of Soft-Boiled	439	of Life	442	Crossbow of	203
Stinking Cloud	439	of Luck	443	Missile of	89
of Turquoise	439	of Madness	443	Oil of	768
of Wonder	440	Nerve Tonic	443	Powder	902
Ego of Weapon	1516, 1519	Nodozze	443	Sling of	89
Ego, Sword	1403	Obscurement	443	Weapon of	1512
Ehlissa's Marvelous		Photosynthesis	443	Enchantments, Vaerendroon's	
Nightingale, Queen	923	Physical Enhancement	443	Ineffable	1259
Ehlonna, Quiver of	929	Powder	902	Enchiridion of Travel, Tynessul's	1253
Eidolon of Khalk'Ru	440	Quirks	443	Encumbrance, Bench of	171
Eidolons, Necklace of Mystic	750	Rainbow Bridge	445	Encyclopaedia, Nonsubstance	1205
Eight Diagram Coin	321	of Reduction	445	End, Book with No	1149
Ekbir, Cord of	330	Revivication	445	Endless	
Ekbir, Tapestry of	1427	Sanity	445	Repetition, Nidus' Wand of	1488
El Cid's Sword	1352	Skunk Water	445	Stair	1301
El Hareidhin's Spellbook, Talel	1244	Sunlight Resistance	445	Steam, Carrague's Decanter of	375
Elasticity, Oil of	768	Weakness	446	String, Ball of	149
Elasticity, Potion of	865, 866	of Youth	446	Water, Decanter of	376, 377
Elder Wyrn, Orb of the	794	Zorbo Fingers	446	Endurance, Sash of Heat	1053
Eldest Worm, Orb of the	785	Elk Clan Ceremonial Belt	168	Enemies, Scarab of Enraging	1056
Electric Waves, Magnetic and	1194	Elkhorn's Sword	1364	Enemy Detection, Wand of	1480
Electricity		Ellister's Dimensional Mine	447	Enemy Medallion, Species	714
Armor of	74	Elmarin Cannon Call	1112	Energy	
/Lightning Protection, Banner	156	Elminster's Smoking Pipe	1123	Drain, Armor of	74
Scroll of Protection from	1077	Elminster's Spellbook	1181	Drain, Shield of	1095
Shield of	1095	Elqillar, Sword	1364	Pyramid	919
Shield of Proof Against	1101	Elsewhere, Fur of	499	Ring of	962
Electrification, Rod of	1026	Elven		Sword, Drain Life	1357
Electrum Coin	321	Arrow	88	Engine, Internal Conjunction	612
Elegance, Necklace of	749	Boot	194	Engineering, Excellent Rod of	1027
Element, Staff of an	1279	Chain Mail	74	Enhanced Vision, Eyeglasses of	463
Elemental		Cloak	300	Enhancement	
Adaptation, Ring of	959	Dagger	360	Circlet of Psionic	292
Ball	149	Sword	1365	Elixir, Physical	443
Command, Amulet of	31	Sword of Luck	1381	Familiar Protection	153
Command, Ring of	960	Elvenkind, Boot of	194	Necklace of Memory	750
Compass	440	Elvenkind, Cloak of	300	Potion of Magic	87

Enhancement			
Potion of Sensory	888	Slumber, Rose of	1045
Sulmish Robe of Magical	1016	Eternity, Wine of	1559
Enhancements		Ether Oar	761
Enchanted	21	Ethereal Action, Staff of	1280
Racial	24	Ethereality	
Weapon	1506	Armor of	74
Enjoyment, Extendable Hand of	1028	Potion of	867
Enlarging Glass	536	Shield of	1096
Enlightened Being, Arrow of Slaying	99	Etherealness	
Enlightened Gods, Book of the	187	Armor of	74
Enlightenment, Mirror of	727	Cloak of	300
Enlightenment, Potion of	866	Jazper's Oil of Permanent	772
Enlil's Helmet	589	Oil of	768
Enmity, Rel Astran Sword of	1388	Tulen's Plate Mail of	82
Enraging Enemies, Scarab of	1056	Ethnic Humor, Exalted Book of	1165
Enslavement, Caparison of	252	Etiquette, Ring of Courtly	955
Entanglement, Hruglin's Rope of	1044	Etiquette, Utensil of	1466
Entanglement, Rope of	1043	Eucalyptus	769, 903
Enticement, Tart of	1428	Eucharistic Chalice	275
Entity Sword, Tri-	1409	Euros, Bag of	139
Entourage, Arcane		Euryale Card	381
Manipulations of the	1140	Evaluation, Libram of	662
Entrance, Key of	628	Evaporation, Bottle of	199
Entrancement, Cauldron of	267	Evard's Spellbook	1191
Entrancement, Pearl of	805	Evasion, Glove of	542
Entrapment		Eve, Oil/Powder of	769, 903
Ashley's Net of	755	Evelyn's Lens of Speedreading	654
Astrolabe of	109	Even's Mirror of Envious Image	727
Cage of	234	Evening, Armor of the Desert	73
Cot of	330	Evening, Raji's Armor of the Desert	81
Gauntlet of	504	Ever-Full Bag of Seeds	134
Hammock of	560	Everbountiful Soup Kettle	627
Net of	756	Everbountiful Soup Kettle, Mithryl's	627
Rod of	1027	Everburning	
Scepter of	1062	Candle of	241
Envenomed Dagger, Loki's	366	Stone of	1310
Envious Image, Evem's Mirror of	727	Torch, Gruumsh's	1453
Epic Saga of the Great Conjurers	1165	Everclean Towel	447
Epox's Iron Rations	446	Everdamp Sponge	447
Equalizer of Gran March, Sword	1365	Everfull	
Equations, Book of Mystical	189	Cask	262
Equestrians, Rod of	1027	Inkwell	612
Equine Brush, Vladium's Fabulous	230	Purse, Bucknard's	133
Equipment, Lightweight	22, 1521	Everproducing Rice Mortar and Pestle	741
Equipment, Scroll of	1073	Eversmoking Bottle	199
Equus		Eversmoking Smoking Pipe	1122
Anklet	48	Everstriking Sword	1365
Bracelet	217	Evil	
Brooch	225	Candle of Invocation	243
Cameo	235	Cap of	250
Coin	321	Crown of	943
Earring	425	Crown of Chaotic	937
Medallion	710	Crown of Lawful	933, 934
Pendant	810	Crown of Neutral	935
Scarab	1056	Detect, Weapon of	1511
Erase Recipe	1242	Dragon Armor	75
Erasing, Quill of	924	Eye, Dagger of the	360
Erasing, Scroll of	1073	Eye, Oil of the	769
Erdlu Canteen	249	Eye Powder	903
Ergoth, Silver Arm of	64	Good, Weapon of Detect	1511
Escalibor, Sword	1366	Mages and Apprentices, History of	1180
Esheen's Harp	1323	Orb of	944
ESP		Orb of Chaotic	937
and Crystal Balls, Amulet		Orb of Holiness	796
Against	27, 39	Orb of Lawful	933
Medallion of	711	Orb of Neutral	934
Potion of	867	Regalia of	937
Ring of	962	Robe of the Archmagi	1009
Weapon of	1512	Scepter of	944
Essence of Darkness	446, 824	Scepter of Chaotic	937
EST, Medallion of	712	Scepter of Lawful	933
Eternal		Scepter of Neutral	935
Dragon, Orb of the	794	Shell of Protection vs.	439
Fire, Oil of	768	Skull Totem Kolkis's	172
Peanut	447	Talisman of Ultimate	1426
Salt Shaker, Eternal	1091	Wizard's Robe	1018
		Wyrmslayer, Sword	1366
		Aligned Hand of Harrowing	561
		Viscerator	360
		Evithyan's Blade, Sword	1365
		Evocation, Candle of	242
		Evolution of Arcane Will Power	1165
		Ewdun, Mighty Gauntlet of	
		Colonel Tamus	508
		Ewer, Marid	917
		Exaggeration, Fishing Pole of	482
		Exalted	
		Book of Ethnic Humor	1165
		Component Case	261
		Deeds, Book of	188
		Excalibur	1366, 1367
		Excavation, Spade of Colossal	1114
		Excellence, Pen of	809
		Excellent Rod of Engineering	1027
		Exchange	
		Medallion of Spell	714
		Noj's Claw of Magic	294
		Pax's Medallion of Spell	713
		Excitement Oil/Powder	769, 903
		Exercise, Tome of Gainful	1441
		Existence, Tapestry of Folded	1427
		Exodus, Oil/Powder of	769, 903
		Exorcism, Rattle of	822
		Expeditious Transport, Rod of	1027
		Expeller	676
		Experimenting with Planar Forks	491
		Exploding Candle	242
		Exploding, Candle Snuffer of	247
		Explosions	
		Arrow of	89
		Bottle of	867
		Potion of	867
		Vial of	867
		Explosive Devices	447
		Express Ladder, Benhi's	635
		Extendable Hand of Enjoyment	1028
		Extended Range, Arrow of	89
		Extension, Amulet of	31
		Extension, Ring of Range	992
		Extinguishing, Wand of Flame	1481
		Extinguishing, Weapon of	1512
		Extra	
		Damage, Weapon of	1512
		Healing, Kulver-Tam's Fruit of	634
		Healing, Potion of	868
		Seating, Chair of	274
		Sensory Crystal Ball	346
		Extradimension Foot Stool	287
		Extradimensional Safe	449
		Extraordinary Powers, Sword	1401
		Extraordinary Powers, Weapon	1515, 1519
		Extreme Powers of Observation	1166
		Extreme Violin	1333
		Eye	
		of Accuracy	451
		All-Knowing of Yasmin Sira	451
		of Arik	452
		Assassin's	452
		Beady	163, 453
		Black Opal	453
		of Cegilune's Hag	453
		of Charming	453
		of Donoagi	453
		Dragon's	454
		of the Eagle	455, 654
		Feather Token	468
		Fire-, Monocle	740
		of the Gods	347
		Humbaba's Glaring	455
		of the Immortals	455
		of Infravision	455
		of Leviathan	455
		of the Leviathan	456
		Magical	457

Eye	
Marble, Cat's	696
Mellifleur's Gem	458
Messakk's (Lamp)	644
of Minute Seeing	458
of Night	458
Oil of the Evil	769
of Petrification	458
Powder, Evil	903
Queen's	458
Ring, Cat's	952
of Traldar	459
of Vecna	460
Wand of Ochalar's	1490
Winking	461
Eyeglasses	
of Arcanist	462
of Enhanced Vision	463
of Sight	463
of True Seeing	463
Eyepatch of Tenh	463
Eyes	
Bag of	134
Jellaba of	1011
Nest of	755
Potion of Mirrored	879
Potion of Sharp	888
Robe of	1010
Vision and Arcane Sight	1166
Wand of	1480

F

Fabrication, Wax of	1505
Fabulous Equine Brush, Vladimir's	230
Fabulous Heroes	
Legendary Great Arms &	1191
Face of Xenous	213
Faceless Mask	699
Faerie	
Fire Arrow	89
Flute	1541
Ring of	961
Talisman of the	1422
Failure, Spell	1068
Faerie's Wheel	1530
Faith, Medallion of	712
Faithful Knot	330, 465
Faithfulness, Phylactery of	830
Falling	
Boot of Feather	195
Brooch of	226
Leaf of	653
Oil of Feather	769
Ring of Feather	952, 963
Varlo's Ring of Feather	1005
Falrik Moondance's Sword	1339
False Calling, Sphere of	1269
False Scabbard	1054
Familiar Protection Enhancement	153
Famulus Ring	962
Fan	
of Charming	465
Club	465
Cooling	465
of Dancing	465
Fanfare	465
of Fanning	465
Feather Token	468
Five Fire	466
Wind	466
Fancy Stone, Types	516, 1306
Fang	
Aegis	551
Bow, Ice	206
Dagger	360

Dagger, Spider	369
Dragon	360
Iron	1377
of the Nosferatu	361
Fanged Mask	699
Fangpick, Beholder	165
Fangs Cloak	301
Fanning, Fan of	465
Fantastic Vision, Telescope of	1429
Far	
Reaching, Amulet of	31
Seeing, Lens of	654
Seeing, Ointment of	780
Seeing, Salve of	1052
Farce, Cube of	350
Fare's Coat of Protection	314
Farrinae, Sword	1367
Fascination, Egg of	432
Fashion, Ring of	963
Fastening, Button of	232
Fat, Tub of	1462
Fate, Myrkul's Tablet of	1418
Fate, Yo-Yo of	1564
Fate's Promise, Sword	1367
Fates Card	381
Fates, Staff of the	1280
Fatigue, Oil of Metal	773
Faulty Lockpicks, Buckle of	230
Favor, Charm of	281
Fear	
Armor of	76
Bagpipes of	1537
Dugal's Bagpipes of	1537
Mirror of	728
Wand of	1480
Whip of Frost Fire, and Fear	1533
Fearlessness, Ring of	963
Fears of Humanity, Deep	1162
Feasting, Tablecloth of	1418
Feasts, Oil of the	769
Feather	
Dust	420
Falling, Boot of	195
Falling, Oil of	769
Falling, Ring of	952, 963
Falling, Varlo's Ring of	1005
Featherchime	816
Feathertoken	466
Featherweight Boot	195
Lapland	466
Plumalitter	466
Quaal's Mystical Tokens	180, 466-469
Turban	1463
Feathers, Wand of	1480
Feathers, Whip of	1533
Feeblemind, Hiatea's Net of	756
Feeble-mindedness, Elixir of Healing	442
Feedbag of Plenty	134
Feline Attraction, Bagpipes of	1537
Feline, Glove of the	542
Felines, Scroll of Protection from	1078
Felkovic, Cat of	474
Feminine Virtue, Draxalon	
Defender of	1357
Femininity, Keris's Girdle of	535
Femininity/Masculinity, Girdle of	533
Fennec, Charm of Resource	283
Ferocity, Banner of	155
Fertilization Dust	420
Fextree Chess Game Set	284
Fez of Disguise	570
Fharlanghn, Shoe of	1111
Fharlanghn's Holy Symbol	597
Field Plate, Magical	159
Fiend	
Amulet	32
Card	388

Pit	1192
Staff	1280
Talisman	1422
of the Tarot	389
Fiendbane	1367
Fiendkind, Lore of	1192
Fiendmicon of Igglwily	1166
Fiends, Pictish Bag of	136
Fiends, Shell of Protection vs.	439
Fiery	
Brand of Masauwu	1453
Burning, Oil of	769
Dagger, Freya's	363
Fighter Book	(See Manual)
Fighters, Arrow of Slaying	99
Fighting, Carpet of	256
Figurehead	
of Blessing	469
Cursed	471
of Protection	471
of Wondrous Power	472
Figurine	
Alabaster Griffon	473
Amber Monkeys	473
Cat of Felkovic	474
Coral Dragon	475
Dori's Obsidian Steed of	
Wondrous Power	475
Emerald Frog	475
Jade Snakes	476
Moonstone Rabbit	476
Onyx Panther	477
Opal Cats	477
Silver Carp	477
Tourmaline Turtle	477
of Wondrous Power (Various)	478
Final Word, Sword	1367
Find Secret Doors, Weapon of	1512
Find Traps, Weapon of	1512
Finder, Sword	1368
Finder's Stone	1310
Finding	
Amulet of	32
Potion of Treasure	893
Wand of Water	1496
Weapon of	1512
Finger	
of Commanding	480
Feather Token	468
Grass, Five	770, 903
of the Master Thief	480
Nail	745
Fingerbreaking, Harp of	1324
Fingernail of Rending	481
Fingers	
Amulet, Two	44
Elixir, Zorbo	446
Tome of Seven	1444
Finniginn's Sling	1120
Fionnghuala's Sword	1368
Fire	
Adaptation, Ring of	959
Adaptation, Ring of Earth and	959
Arrow, Faerie	89
Arrow of	89
Breath, Potion of	868
Charm of Protection from	283
Claws	504
Cold	481
Command, Ring of	960
Control, Poker of	840
Control, Potion of Elemental	866
Dark	481
Elemental Ball	149
Elemental Flask (Iron)	489
Elementals, Brazier of Commanding	223
Elementals, Scroll of Protection vs.	1078

Fire		Angling	482	Flandal Steelskin's Hammer	559
Elementals, Spear +4 vs.	1132	Exaggeration	482	Flash Pellet	809
Fan, Five	466	Levitation	483	Flask	
and Fear, Whip of Frost	1533	Monster Fishing	483	Copper	488
Flynn's Ring of	964	Rescue	483	of Curses	488
Gem	521	Treasure Fishing	483	Iron	489
Gyregam	481	Fist		Iron of Tuerny The Merciless	489
Hastsezini's Lance of	648	Delzoun's	552	Vapor	490
Helmseeker, Greek	596	Glove	542	Flatbox	213
Hierophant, Ring of the	969	of Ha'chao, Monkey	737	Flatchet, Rutterkin, Sword	1389
and Ice, Hourglass of	602	of Odin	1368	Flattery, Mirror of	728
Invulnerability, Oil of Elemental	768	Stone, Sword	1405	Flawlessness, Jewel of	522
Lesser Talisman of	1421	Fistandantilus, Bloodstone of	1308	Fleeting Flail	488
Metamorphosis, Ring of	961	Fit, Cloth of Perfect	313	Fleetness, Horseshoe of	600
Oil of Eternal	768	Five		Flesh Golem Libram	662, 665
Opal of Neverwinter	523	Finger Grass	770, 903	Flesh Golem Protection, Scarab of	1057
Pearl of Protection from	807	Fire Fan	466	Flight	
Pepper Talisman	1422	Priest Spells, Scroll of	1073, 1074	Armor of	76
Phandore's Wand of	1491	Wizard Spells, Scroll of	1074	Barding of	158
Quenching, Smoke of	1121	Fixation, Goblet of	547	Ginzani's Riding Tack of	530
Resistance, Apron of	58	Fixation, Manas of	547	Potion of Spirit	890
Resistance, Glass Bead of	164	Fixed Portals, Peregrin's Treatise on	1214	Yoke of	1563
Resistance, Ngona Horn of	599	Fjalar's Gauntlet	504	Flint, Primal's	914
Resistance, Potion of	868	Flag, Dragon	155	Flirting, Handkerchief of	566
Resistance, Ring of	962	Flag of Untrue Colors	155	Floating	
Resistance, Sash of	1053	Flagon		Blade of Shin Lu, Sword	1369
Rod of Elemental	1026	of Dimunition	484	Log of	673
Scroll of Protection from	1078	of Dragons	483	Wheel of	1531
Seed Arrow	89	Zagy's Flowing	484	Flogberge	1368
Shield of Proof Against	1101	Flail Weapons		Floor, Golden	548
Snuffing, Bucket of	230	Bael's Morning Star	485	Floor Lamp	640
Staff of	1278, 1279, 1280	Bargrivyek's	485	Flower Seed, Troll	1091
Staff of Earth and	1278	of the Desert Kings	485	Flower, Troll	1089, 1091
Staff of the Elements	1279	Dragonflail	487	Flowers, Tome of Garden	1441
Starting, Ring of	964	Fleeting	487	Flowing Flagon, Zagyg's	484
Stilling, Oil of	769	Morning Star of Detection	488	Fluidness, Potion of	868
Strength, Potion of	871	Multiple Rod of Dancing	488	Fluids, Cosmogony of Magnetic	1157
Teeth Bow	205	Osiris's Royal	488	Fluids, Occult Observations on	121
Thithion's Wand of	1495	Pharaoh's	488	Flute	
Torch of Continual	1452	Flailing, Rod of	1028	Bone	1539
Trap Arrow	90	Flamberge, Sword	1368	of Courage	1539
Vulnerability, Potion of	868	Flame		Damh's	1539
Wand of	1481	Arrow Candle	242	Djinn Nay	1539
Wand of Suloise	1480	Black, Sword	1345	Danger	1541
Wheel of	1531	Blade, Sword	1368	Dismissing	1541
Wheel, Wind	1532	Blades Candle	242	Faerie	1541
White Copper Ring of	1007	Candle	242	of Luck	1541
Fire's Club	314	Cloak of	302	Playing	1542
Fire's Shield	1096	Crystal of the Ebon	342	of Puppies	1542
Fire-Eye	740	Cutter	1368	Shakuhaci of Peace	1542
Fireballs, Candle	242	of the Ebon, Sword	1359	Silver	1542
Fireballs, Wand of	1481	Egg	433	Wind Dancing	1542
Firebane Cloak	301	Extinguishing, Wand of	1481	Fly, Ebony	478
Fireberries	171	Feather Token	468	Fly, Shield of	1096
Firebow	204	Magic, Scroll of	1074, 1086	Flying	
Firedrake, Orb of the	794	of the North, Sword	1368	Arrow of	90
Firedrake's Orb, Great	785	Sword, Black	1345	Banner	155
Fireflies, Bottle of	199	Sword of the Ebon	1359	Broom of	229
Fireproof	328	Tongue, Sword	1369	Carpet of	257
Fireseed	1089	Weapon of	1513	Dagger	362, 363, 364
Fish		Flames		Dart of	373
Command, Fisher's Trident of	841	Card	380	Dynamo of	423
Command, Trident of	844	Chariot of	277	Glass Bead of	164
Control, Potion of	855	on Command, Swrd	1369	Greater Dynamo of	423
Control, Potion of Reptile		Staff of	1280	Horseshoe of	600
/Amphibian/	855	Flame Tongue Spear	1131	Leonardo's Carpet of	257
Control, Trident of	844	Flaming		Lesser Dynamo of	423
Hooks, Primal's	913	Arrow	90	Monk's Spellbook, The	1154
Kettle of	627	Axe	120	Normal Dynamo of	423
Leaping	1561	Mirror of Tenh	728	Ointment of	780
Fisher's Trident of Fish Command	842	Sword	1369	Pearl of	805
Fishing		Sword of Dancing	1374	Potion of	868
Anchor	45	Sword, Indra's	1377	Ring of	964
Gong of	821	Sword, Surtr's	1406	Rockinghorse	490
Lure	482	Weapon of	1513	Saddle of	1049
Net of	756	Flamsterb's Spellbook	1140	Scimitar of Tusmit	1369
Fishing Pole of		Flandal Steelskin's Apron	58	Sigh Danovitche's Wines of	1565

Gauntlet			
of Entrapment	504	Karma	524
Fire Claws	504	of Life	524
Fjalar's	504	of Magic Missile Protection	525
of Fumbling	504	Mellifleur's, Eye	458
Glim-	505	of Musing	525
Hand of Remote Action	505	Opal of Olfactory Illusion	526
of Heat	506	of Protection	527
of Holding	506	Purple, of the Vesve Forest	527
of Might	506	of Retaliation	527
Iron, of Urnst	506	of Returning	527
of Might	506	of Scroll Reading	527
of Moander	506	of Seeing	528
of Ogre Power	507	of Shielding	528
of Polishing	507	Soul	529
of Proficiency	507	Star	529
Razor Claws of Chakyik	507	Stone Types	515-517
of Specialization	507	Sword	1371
of Sticking	507	Type vs. Effects or Uses	514
of Super Strength	507	of Wishes	530
of Swimming and Climbing	508	Gemcutter's Tools of Sunndi	530, 1446
of Tamus	508	Gems, Reputed Magical Properties of	514
The	508	Gems, Weapon of Detect	1511
of Valor	64	Gender Alteration, Girdle of	534
of the Valorous	510	Generalship, Rod of	1028
Gauze of Appearance	512	Generation Rules for Weapons,	
Gavel		Light	1506
of Auctions	512	Genie	
of Authority	512	Arrow of Slaying	99
of Order	512	Prison	917
Gax, Ring of	965	Prison, Noble	917
Gax's Sphere of Annihilation	1269	Slayer, Sword	1371
Gaxx, Ring of	966	Summoning, Ring of	967
Gaxx's Spellbook	1220	Genieblight Sword	1372
Gazette of the Norse Climates	1174	Genies'	
Gear		Bane Sword	1371
Miniature	22	Lamp of the	640
Polymorphed	22	Scroll of Protection from	1078
Prismal's Useful Enchanted	913	Geniescourge Sword	1372
Gearnat Sea, Storm Rider of the	181	Genius, Potion of	870
Geaya's, Nomog- Broad Sword,	1386	Gentle Thievery, Boot of	195
Geb's Quarterstaff	1281	Geode, Dao	917
Geeh of Longport's Spellbook	1194	Gesen, Hammer of	553
Gelugon	1192	Gesen, Iron Bow of	207
Gem		Getaway's Oil/Powder	770, 903
of Atonement	517	Ghast Control, Potion of	895
Bimbomushi	517	Ghastrobe (Robe)	1010
Bow	205	Ghastar, Golden Egg of	433
Brain Shield	528	Ghosts, Scroll of Protection from	1080
of Brightness	517	Ghost	
Bupu's Emerald	517	Blade, Naesowen, Sword	1384
Card	380	Bottle, Undead	202
Cindergem	518	Coffin of Creation	317
Color vs. Meaning or Significance	514	Control, Potion of	895
of Curing	519	Ghostliness, Potion of	870
Cutter's Tools of Sunndi	530	Ghostly Palace, Al-Azid's	26
of Delusion	519	Ghosts, Legendary of Phantoms and	1191
of Detection	519	Ghosts, Scroll of Protection from	1081
of Drusion	520	Ghoul Control, Potion of	895
Elvenstar	520	Ghouls, Scroll of Protection from	1081
Fire	521	Giant	
of Foresight	521	Arrow of Harming	90
Gamalon's, of Infravision and		Arrow of Slaying	99
Detect Magic	521	Black Pearl	805
of Ideas	521	Control, Potion of	870
of Income	521	Feet	848
of Insight	522	Slayer Sword	1372
Ionian	522	Slaying, Sword of	1372
Gem, Jewel		Slaying, Weapon of	1524
of Attacks	522	Strength, Girdle of	534
of Attacks Upon the Owner	522	Strength, Potion of	871
of Flawlessness	522	Sword of the	1372
of Neverwinter	522	Giantkind, Dart of Slaying	375
of Obsession	522	Giantkind, Weapon with Bonus vs.	1509
Karithoth's	524	Giants, Sword of the	1372
Nightjewel	525	Gilidarius's Ring of Wizardry	952
Gem (cont.)		Ginsen, Shimmering Blade	
		of Shin	1394
		Ginzani's Riding Tack of Flight	530
		Girdle	
		of Armida	530
		of Back Defense	532
		of De 'Rah	531
		of Dwarvenkind	533
		of Femininity/Masculinity	533
		of Freshness	533
		of Gender Alteration	534
		of Giant Strength	534
		of Holy Might	535
		Golden, of Urnst	535
		Kerisis's, of Femininity	535
		of the Lions	535
		of Many Pouches	535
		of Priestly Might	535
		Githyanki Silver Sword	1372
		Gjaller, Horn	1546
		Gladiators, The	102
		Glain's Crystal Sphere	1269
		Glaive, Saw-Toothed	844
		Glandar's Grimoire	1174
		Glanvyl's Workbook	1176
		Glaring Eye, Humbaba's	455
		Glass	
		Arrow of Polymorphing	93
		Glass Bead	
		of Fire Resistance	164
		of Flying	164
		of Healing	164
		of Invisibility	164
		of Poison	164
		of Speed	164
		Glass (cont.)	
		Crystal Warrior	348
		of Distant Vision	536
		Enlarging	536
		Joal's of Preserved Words	537
		Loupe of Cormac	537
		Slippers	1121
		Symbolology, Origins of the Hour	1211
		Glibness, Philter of	828
		Glim-Gauntlet	505
		Glittergold's Battle Axe, Garl	118
		Glittering Necklace	749
		Glitterlode's Blessed Skyhooks	537
		Glitz & Klax's Potion	871
		Globe	
		Battleshroud Gas	537
		of Cirulon	538
		Glowing	538
		Magestar	687
		Mervic's Gaseous	539
		of Purification	539
		Samzinna's, of Putrifaction	539
		of Serenity	539
		Vision	540
		of Wisdom	541
		Globs, Wand of Viscid	1496
		Glorindel's Gates	103
		Glorindel's Living Painting	104
		Glorius, Sword	1372
		Glory, Goblet of	546
		Glory, Tunic of	1463
		Glove	
		Black Hand	541
		Claws of Raking	542
		of Cosmetology	542
		of Evasion	542
		of the Feline	542
		Fist	542
		Golden	543
		Helping Hand	543
		of Interception	543
		of Lightning	543
		of Missile Snaring	544
		of the Octopus	544

Glove		Axe, Sampa's	119	Scepter of	941
Reglar's of Freedom	544	Bell of Blasting	815	Scepter of Chaotic	937
Reglar's, of Freedom from Magic	544	Bridle	224	Scepter of Lawful	933
The Sentinel	544	Circlet	291, 292	Scepter of Neutral	935
of Thievery	545	Circlet of Greyhawk	292	Shell of Protection vs.	439
Thor's Magical, of Power (See also Belt, Meginjardar p. 169)	545	Collar, Amulet of the	32	Talisman of Pure	1425
Glow Cube	351	Death, Orb of	795	Taste Powder	903
Glowglobes, Thaddigren's	1270	Egg	433	Weapon of Detect Evil	1511
Glowing Globe	538	Egg of Desire	430	Goodfellow's Wand, Robin	1492
Glowing Pages, Tome of	1441	Egg of Ghastar	433	of Goodness/Evil, Horn	1546
Glowstone	1310	Elk Clan Ceremonial Belt	168	Goose, Ipsissimo's Black	619
Glue, Sovereign	1128	Floor	548	Gordon's Magic Ring	967
Gluttony, Potion of	871	Girdle of Urnst	535	Gourd of Travel	822
Glyph		Glove	543	Gown, Loriell's	548
Creation, Rod of	1028	Gulf, Sword of the	1372	Gown, Sehanine's	549
Curtal	1202	Helmet, Joukahainen's	591	Grace, Teaset of Skill and	1428
Hlack	1202	Lance, Puchan's	649	Grade or Slope, Potion of Detection of	895
Scroll	1074	Lions	478	Graffiti Bottle	199
Spellbooks	1178	Mace of the North, Great	677	Graill, Holy	275
Ymmas	1202	Pool	847	Grains of Discomfort	549
Zuth	1202	Ring of Healing	967	Gram, Sword	1373
Glyphs		Robe, Tvashtri's	1017	Gran March, Equalizer of	1365
of the Nathlum	1202	Serpent Belt	169	Grand Spelljamming Helm	577
Ring of	967	Sickle	1115	Granite Marble	696
Staff of	1281	Silence, Potion of	871	Grankhul's Sword	1373
Gnaash's Hat of Stupidity	570	Sledge, Joukahainen's	1118	Grape	770, 903
Gnarldan's Armor	77	Statue	1303	Grappling	
Gnarldan's Battle Axe	118	Water	1505	Battering Ram, Magical	162
Gnatmarsh, Staff of	1281	Goldmane's Dazzler	640	Hook, Prisma's	914
Gnoll Cloak	302	Golem		Iron, Enchanted	550
Gnolls, Ores, and Goblins		Book, Ravenloft	189	Iron, Gargoylc	550
Control, Potion of	872	Carrague's Iron	255	Iron, Griffon's Claw	550
Gnome		Libram	660, 662, 665	Iron of Luckless Returning	550
Control, Potion of	872	Protection, Scarab of	1057	Spelljamming Ram	1268
Bane, Barnus's, Sword	1344	Scarab, Mortos's	1058	Grasp Recipe, Shocking	1243
Spelljamming Helm	577	Talisman of the	1422	Grasp, Ring of Shocking	998
Sweeper	546	Golembane, Sword	1372	Grass Quelling Sword	1380
Wrecker	546	Golemblight	363	Grasshopper, Ring of the	968
Goat, Ivory	479	Golems		Grave Key	628
Goblet		Arrow of Slaying	99	Gravedigging, Shovel of	1114
of Glory	546	Book of	188	Gravitic Stabilizer	550
of the Great Kingdom	547	Cursed Libram of	662	Gray	
Leomund's	547	Libram of	662	Egg	434
Manas	547	Libram of Ravenloft	665	Slumber Potion	871
Goblin Shield of the Pomarj	1096	Gollum Constructkzion Libram	663	Strand, Diirinka's	1010
Goblinoid Protection, Belt of	168	Golo's Helm of Telepathy	589	Turban of Tusmit	1463
Goblins, Gnolls, Ores, Control,		Gong		Waste, Horn of the	1546
Potion of	872	Butler Summoning	821	Waste, Horseshoe of the	600
Goblins' Bane, Bow	205	Chain	821	Graz'zt's Sword	1373
Goblinvolent	1372	of Dispelling	821	Great	
Goddess, Torc of the	1451	of Earthquakes	821	Arms & Fabulous Heroes,	
Gods		of Fishing	821	Legendry	1191
Book of the	1439	Ricking	821	Bombard, Iron Helmseeker	596
Book of the Enlightened	187	of Stunning	822	Bombard Stone Helmseeker	596
Eye of the	347	of Summoning	822	Conjurers, Epic Saga of the	1165
Galley of the	1106	of the Whirlwind	822	Devotion, Oil of	770
Throne of the	1432	Good		Kingdom, Cursed Ring of the	956
Torc	1452	Aligned Hand of Harrowing	561	Kingdom, Goblet of the	547
Torc of the, at Tor	1452	Amulet of Protection from	40	Kingdom, Locket of the	672
Goerl's Portable Canoe		Candle of Invocation	243	Mace	681
and Tackle Box	179, 214	Crown of	941	Paravissual Emanations	1178
Goggles of Underwater Sight	547	Crown of Chaotic	937	Robe of the Archmagi	1009
Goggles Troppenribb's	547	Crown of Lawful	933	Stone Club	314
Goibhniu's Spear	1129	Crown of Neutral	935	Tree	1455
Goibhniu's Warhammer	554	Detect, Weapon of	1511	Trident, Niord's	842
Gold		Holy Shield	1098	Greed, Coin of (Luck)	323
Bug	547	Hope, Cape of	253	Greed, Necklace of	749
Candle	242	Humor, Potion of	871	Greek Fire Helmseeker	596
Cherry Pits, Enchanted	1089	Luck, Stone of	1311	Green Abishai	1192
Coin	322	Mages and Apprentices, History of	1181	Green Dragon Slayer, Sword	1357
Dragon Slayer, Sword	1357	Orb of	941	Greenmask	699
Harp of	1324	Orb of Chaotic	937	Greensprouting, Potion of	871
Pearl	805	Orb of Holiness	796	Greenstone Amulet	32
Seal Ring of Al-Kalim	967	Orb of Lawful	933	Greenstrider's Spellbook, Avran	1143
Golden		Orb of Neutral	935	Greenswathe, Sword	1373
Armor, Indra's	77	Regalia of	938	Gregor's Sword	1377
		Robe of the Archmagi	1009	Gregory's Holy Avenger Sword	1377

Gremlin Wand	1483
Greyhawk	
Golden Circlet of	292
Holy Symbol of	597
Lamp of	641
Oracle of	782
Prism of	912
Shield of	1096
Grief, Sword	1373
Griff Mountains, White Armor of the	83
Griff's Sword, Benn	1344
Griffon	
Figurine, Alabaster	473
Mane Helmet	589
Talisman of the	1423
Claw	550
Grim Grimoire	688
Grimjaw	1096
Grimoire	
of Archaic Alchemy	663
Glandar's	1174
Grim	688
Vacuous	1445
Grinthane	1373
Grimwald's Dagger	363
Gripping, Cleats of	295
Groaning Spirit Bottle, Undead	202
Grog, Neverending Barrel of	160
Grolantor's Club	314
Grooming, Brush of	230
Grove, Horn of the Sacred	1546
Growth	
Anklet of	49
Lamp of Plant	645
Potion of	871
Potion of Fur	870
Potion of Plant	882
Salver of	1052
Scroll of Animal	1070
Seed of	1090
Gruumsh's Everburning Torch	1453
Gruumsh's Spear	1129
Guard Material, Sword Hand	1336
Guard Shape, Sword Hand	1336
Guardian	
Blade	363
Dzance's, Shield	1095
Egg	434
Golem Libram	662
Oval Stone of Tzolo's	1314
Tail	550
Tome	1182
of the Tome, Scalamagdrion	1226
Tzolo's	1464
Guardians, Ring of Protection	
from Stone	988
Guarding Cloak	303
Guarding, Door of	412
Guidance, Rudder of	1046
Gul and Thiondar, Stone of	1311
Gulf, Sword of the Golden	1372
Gungnir	1129
Gyregam, Fire	481
Gythka, Uluth'gak's	846

H

H'Veyk's Cavernous Cabinet	233
H'Veyk's Robe of Immediate Access	1011
Ha Rahni, Scroll of	1074
Ha'chao, Monkey Fist of	737
Hachiman's Sword	1374
Hades's Sword	1374
Hadron's Spear	1130
Haemophobic Weapon	1508
Hag, Eye of Cegilune's	453

Hair Replacement, Oil of	770
Hairiness, Hat of	571
Hairlessness, Hat of	571
Hajama, Book of	187
Hakayah, Book of	187
Haku, Book of	187
Halaster's Teleportation Ring	968
Halav, Helmet of	589
Halav, Icon of	607
Half Mast	708
Half-Elf Control, Potion of	872
Half-Orc Control, Potion of	872
Halfling Control, Potion of	872
Halfling Smoking Pipe	1125
Halflings, Arcane Resistance	
Dwarves &	1140
Hallone's Spellbook	1162
Hallucinatory Insanity	40
Halruan Skyship	1108
Hammer	
Aegis-Fang	551
Air	551
Colgomere's, of Thunderbolts	551
Delzoun's Fist	552
Dwarf Thrower	552
Dwarven Thrower	552
Flandal Steelskin's	553
Gaerdal Ironhand's	553
of Gesen	553
Goibhniu's War	554
Hephaestus's	554
of Kharas	554
Kostchtchie's	556
of Life	556
Mjolnir	557
of Nailing	557
Nai No Kami's	557
of Penetration	557
Rune	558
of Silence	558
Storm	558
of Thunderbolts	551, 558
of Vengeance	558
of Vitroin	558
Whelm	559
Winged	559
Hammerblows, Wand of	1483
Hammock	
of Entrapment	560
Layne's	560
of Protection	560
Hand	
Axe, Hastsezi's	118
Axe, Nomog-Geaya's	119
Balacer's	560
Black	541
of Enjoyment, Extendable	1028
Guard Shape, Sword	1336
Guard Material, Sword	1336
Harp	1324
of Harrowing	561
of Helm	1179
Helping	543, 562
Holy, of Bane	562
Lute, Cool	1328
Mirror, Baltron's	723
of Remote Action	505, 565
Tomorast's	563
of Vecna	563, 564
Wonderful	505, 565
Handedness, Potion of Iron	874
Handkerchief	
of Flirting	566
of Length	566
of Sneezing	566
Handle Material, Sword	1336
Handle Shape and Feature, Sword	1336

Hands of the Healing Spirit	33
Hands Recipe, Burning	1241
Handy Haversack, Heward's	135
Handy Haversack,	
Jasper Thunderhand's	135
Hanged Man Card	387
Hangover Relief, Pill of	837
Harbor Chains, Dragonisle's	413
of Hard Hearts, Horn	1546
Hard-Boiled Egg	434
Hardstone Types	516
Hardwater Amulet	34
Hare, Laughing	1561
Hare Net	756
Hareidhin's Spellbook, Talel El	1245
Harm, Arrow of	90
Harm, Browdown's Ring of	
Utmost Weapon	950
Harming, Staff of	1282
Harmlessness, Ring of	968
Harmonia, Necklace of	749
Harmonizer, Sword	1374
Harmony, Balance Scale of	148
Harness of Seker	567
Harness Spider	567
Harnessing, Yoke of Boar	1563
Harostem's Phylactery of Faithfulness	830
Harp	
Anstruth	1322
Azler's	1322
Bragi's	1322
Bragi's of Calm	1322
Broken	1322
of Charming	1323, 1326
Damh's	1323
Defender's	1323
of Discord	1323
Dove's	1323
Esheen's	1323
of Fingerbreaking	1324
Fochlucan	1324
of Gold	1324
Handharp	1324
of Healing	1324
Jhantra's	1326
MacFuirmidh	1326
Marks	1326
Methild's	1326
Murlyn's, of Charming	1326
Nithanalar's	1326
Ollamh	1327
Questing	1327
Rhingalade's	1327
of Spirit Restoration	1327
Storm's of Methild	1328
of Throbbing	1328
Valarde's	1328
Zunzalor's	1328
Harpo's Orcslayer Sword	1374
Harpoon Magical	568
Harpoon, Whaler with	1304
Harpischord of Commanding, Lyron's	1328
Harrowhelm	589
Harrowing, Hand of	561
Hart, Dancing	1561
Harvest, Sickle of the	1115
Hasp of Locking	568
Hasp of Reloading	569
Haste	
Armor of	77
Ink Preparation	1178
Shield of	1097
Hastseitsi's Hand Axe	118
Hastseitsi's Throwing Dagger	364
Hastsezi's	
Bow	205
Hand Axe	118

Hastsezi's			
Lance of Fire	648		
Shield	1097		
Hasty Barge of Nyr Dyv	179		
Hasty Wheel	1532		
Hat			
of Command	569		
Conical	569		
Cyclocone	569		
of Difference	570		
of Disguise	570		
Fez of Disguise	570		
of Fools	570		
Gnaash's, of Stupidity	570		
of Hairiness	571		
of Hairlessness	571		
of Headlessness	571		
of Holding	571		
Imprisonment	571		
Occupation	572		
Skipper with	1304		
of Stupidity	570, 572		
Hatchling, Orb of the	785, 794		
Haunt Coffin of Creation	317		
Haunted Dagger	357		
of Haunting, Pipes	1554		
Haversack, Heward's Handy	135		
Haversack, Jasper			
Thunderhand's Handy	135		
Hawk			
Blowgun	176		
Bow	205		
Charm of Resource	283		
Standard, Nithian	760		
Hawksblade	1374		
Hawkstone's Bulwark	1097		
Head, Death's, Horn	1545		
Head Talisman, Monkey	1424		
Headaches, Bagpipes of	1538		
Headband of the Corusk Mountains	572		
Headband of the Jotens	572		
Headdress of Peaceful Contact	572		
Headlessness, Hat of	571		
Healing			
Armband of	65		
Armor of	77		
Balm, Mishakal's	781		
Blindness, Elixir of	442		
Cap of Veluna	250		
Cauldron	268		
Cloak of	303		
Dalamar's Ring of	956		
Deafness, Elixir of	442		
Disease, Elixir of	442		
Elixir, All-Purpose	441		
Feeble-mindedness, Elixir of	442		
Glass Bead of	164		
Golden Ring of	967		
Harp of	1324		
Infection and Infestation, Elixir of	442		
Insanity, Elixir of	442		
Kulver-Tam's Fruit of Extra	634		
Ointment of	780		
Poisoning, Elixir of	442		
Potion of	872		
Potion of Extra	868		
Potion of Superior	891		
Rot, Elixir of	442		
Salve of	1052		
Spirit, Hands of the	33		
Staff of	1282		
Weapon of	1513		
Heals, Well of All	1528		
Health			
Amulet	34		
Amulet, Cursed	34		
Elixir of	442		
Periap of	825		
Ring of	969		
Rod of	1028		
Tome of Bodily	1439		
Hearing			
Dullness, Dust of	419		
Heart of	573		
Wax of	1506		
Wax of Careful	1505		
Heart			
Beating	573		
Chicken	573		
of Hearing	573		
Iron	573		
of Kazgaroth	573		
Libram of the Black	657		
Lion	574		
Powder of the Hero's	903		
Purwuvok's Powder of the Hero's	907		
Royal	574		
Shekinester's Crystalline	574		
of Stone	574, 1374		
Hearts, Hard, Horn	1546		
Heartseeker, Sword	1130, 1374		
Heartseeker Bow	205		
Heartseeking			
Bow of	206		
Normal Bow of	206		
Vampiric Bow of	206		
Heartwood Spear	1131		
Heat			
Endurance, Sash of	1053		
Gauntlet of	506		
Scroll of Protection from	1078		
Heated Wind, Pipe of	838		
Heating			
Box of	214		
Cauldron of	268		
Charm of Sympathetic	283		
Oven of	800		
Hecate's Dagger	364		
Heel of Reunion	574		
Hefiz, Superb Shiny Shoes	1111		
Height Man's Axe, Thumb	120		
Heimdall's			
Armor	77		
Horn, Gjaller	1546		
Sword	1374, 1375		
Hel's Sword	1375		
Hellfurnaces, Cloak of the	303		
Hellfurnaces, Red Armor of the	81		
Helm, Hand of	1179		
Helm, of Horror (See <i>Circlet, Diadem of Doom</i>)	290		
Helm, Spelljamming			
Alarm Beacon	574		
Artifurnace	575		
Bardic	575		
Bomb	448		
Cloaking	575		
Death	576		
Forge	576		
Furnace	577		
Gnomish	577		
Grand	577		
Helmseeker	596		
Ki-	578		
Lifejammer	578		
Orbus	579		
Pool	579		
Pump	579		
Radiant	579		
Ring, Alarm Beacon	575		
Series	580		
Spelljammer	580		
Ultimate	581		
Helmet			
of Alignment Change	584		
Armet by Wayland	584		
Athena's	585		
of Blinding	585		
of Brilliance	585		
of Cirulon	585		
of Comprehending Languages			
and Reading Magic	586		
of Creation	586		
of Darkness	586		
of Disguises	586		
of Dragons	586		
Dragonhelm	588		
Enlil's	589		
Golo's, of Telepathy	589		
Griffon Mane	589		
of Halav	589		
Harrowhelm	589		
of the Insect	590		
Joukahainen's Golden	591		
of Liaison	591		
of Light Seeing	591		
of Opposite Alignment	591		
of Petra	591		
of Reading	592		
of Seabreathing	592		
of Selnor	592		
of Sensory Protection	592		
Shukenja	592		
Skull of Death	593		
of Subterranean Sagacity	593		
of Telepathy	589, 593		
of Teleportation	594		
of Underwater Action	594		
of Underwater Vision	594		
of Valor	594		
of Waterdeep	594		
of 40 Watt Brilliance	595		
of Weaponry	595		
Helmseeker, Spelljamming Missile	596		
Helping Hand	543, 562		
Helplessness, Chair of	274		
Hengeyokai Control, Potion of	872		
Hengeyokai Slaying, Weapon of	1524		
Henrik, Astrolabe of	109		
Henry's Carpetbag of Holding	134		
Hephaestus's Hammer	554		
Hepmonaland, Skull-Staff of	1295		
Heracles's Bow	206		
Herald of Mei Lung, Tome	1441		
of Herding, Whistle	1558		
Hermit Card	385		
Hero, Amulet of the	34		
Hero's Heart, Powder of the	903, 907		
Heroes, Legendary Great Arms & Fabulous	1191		
Heroes, Voice of	83		
Heroic Action Elixir	442		
Heroism, Potion of	872		
Heroism, Potion of Tragic	893		
Heucuva Coffin of Creation	317		
Heward's Handy Haversack	135		
Heward's Mystical Organ	1550, 1552		
Hiata's			
Long Bow	206		
Net	756		
Spear	1131		
Hidden Dangers, Basin of	161		
Hiding, Barrel of	159		
Hiding, Weapon of	1513		
Hierarchy Priest, Arrow of Slaying	99		
Hierophant Card	384		
Hierophant, Ring of the	969		
High			
Anvil of the Dwarves	51		
Conquering, Oil/Powder of	770, 904		

High			
John the Conqueror,			
Oil/Powder of	771, 904		
Priestess Card	383		
Highfolk, Wand of	1483		
Hill Seed	1090		
Hilt of Conjuring, Weapon with	1514		
Hindsight, Urn of	1465		
Hindu Grass	771, 904		
Hinge of Opening	596		
Hinge of Shrieking	596		
His Tree, Leaf of	652		
History			
Disk of	408		
of Evil Mages and Apprentices	1180		
of Good Mages and Apprentices	1181		
Hiack (Glyph)	1202		
Hlidskialf, Throne	1434		
Ho Masubi's Sword	1375		
Ho-chi, E'Soa, Tome	1440		
Hoarder, Orb of the Gold-	794		
Hobbling, Ankle of	49		
Hockey Stick, Holy Terror	598		
Hofud, Sword	1375		
Hog-Tying, Bracelet of	218		
Hoinbee's Ring of Truth	969		
Hold Fast Anchor	45		
Hold of Holding	596		
Holding			
Arrow of	90		
Backpack of	123		
Bag of	135		
Case of Scroll	261		
Cloak Clasp of	312		
Gauntlet of	506		
Hat of	571		
Henry's Carpetbag of	134		
Hold of	596		
Larder of	650		
Parchment of Monster	803		
Pouch of	137		
Ring of Spell	1000		
Robe of	1011		
Scabbard of	1054		
Weapon of	1514		
Holdings, Box of Many	214		
Hole, Portable	851		
Hole Punching, Awl of	111		
Holiness, Orb of	796		
Holiness, Ring of	969		
Holy			
Avenger	1351, 1353, 1356, 1366, 1373, 1375, 1376, 1391		
Avenger Sword, Dragonbait's	1356		
Avenger Sword, Gregory's	1373		
Avenger Sword, Shalandain's	1391		
Banner	155		
Grail	275		
Hand of Bane	562		
Mace Icon, Great	677		
Medallion of Almor	713		
Might, Girdle of	535		
Raji's Shield of the	1102		
Revenger, Sword	1375		
Shield	1098		
Shield of the	1098		
Slayer, Ring of the	970		
Star of the Bright Desert	1303		
Sword	1375		
Holy Symbol			
Celestian's	597		
Pharlangh's	597		
of Greyhawk	597		
Larmacian	597		
Lathander's	597		
Paladine's	597		
Primal's	597		
of Ravenkind	598		
Silvanus's	597		
Holy (cont.)			
Terror Hockey Stick	598		
Turning, Amulet of	34		
Sword	1373		
Water	1505		
Homing, Dart of	373		
Homunculus Creation	1154		
Honesty, Lamp of	641		
Honeysuckle	771, 904		
Honing Stone	1313		
Honor, Sword of	1375		
Honor, Wakizashi of	1375		
Hood of Servitude	598		
Hooded Crown	333		
Hook			
of Adherence	599		
Primal's Fish	913		
Primal's Grappling	914		
Hoop of the Roller Hoopers	599		
Hoopers, Skates of the Roller	1116		
Hopeful Deeds, Tome of	1442		
Hopeless Deeds, Tome of	1442		
Horn			
Airolis's Shinning, of Ten Thousand Winds	1542		
of Amplification	1543		
of Animal Calls	1543		
of the Azure Sea	1543		
of the Barrier Peaks	1543		
of Baubles	1544		
Black Ivory	1544		
of Blasting	1544		
Bonnet	184		
of Bubbles	1544		
of Change	1544		
of Command	1545		
Cornucopia	599		
Death's Head	1545		
of Dolphins	1545		
of Fire Resistance, Ngona	600		
Fog	1545		
of Goodness/Evil	1546		
Gjaller	1546		
of the Gray Waste	1546		
Hard Hearts	1546		
Ngona	600		
of Plenty, Potion	872		
of Plenty	546		
of the Sacred Grove	1546		
September	1547		
Shoo	1547		
of Signaling	1547		
of Silent Moving, Ngona	600		
of the Triton's	1547		
of Uncontrollable Striding/Springing	1548		
of Underwater Breathing, Ngona	600		
Valhalla	1548		
Valor	1549		
of the Vast Swamp	1549		
of Voices	1549		
of War	1549		
Hornblade	364, 1375		
Horned			
Cloak, Rhun's	308		
Mask	701		
Ring	970		
Hornet, Cape of the	253		
Hornets' Nest, Dart of the	373		
Horns, Cape of	253		
Horns for Rhun's Horned Cloak	308		
Hornwood, Staff of	1282		
Horridness, Oil of	771		
Horror, Helm of	290		
Horse			
Barding, Morgan's	159		
Saddle of the Spirit	1049		
Statue, Stone	1305		
Horseman, Brass	222		
Horsemanship, Stirrups of	1306		
Horsemen's Lance	648		
Horseshoe			
of Fleetness	600		
of Flying	600		
of the Gray Waste	600		
of Luck	600		
Obsidian	600		
of Petrification	600		
of Speed	601		
of a Zephyr	601		
Horus			
Armor of	77		
Scale Mail of	82		
Sword of	1376		
Hostile Air Elementals, Censer of Summoning	270		
Hot Air Balloon	151		
Hourglass			
Auquhol's	601		
Brindletop's Time Bomb	601		
of Fire and Ice	602		
Obedient	602		
of Seeing	602		
Timeglass of the Wizard	602		
of Timekeeping	604		
Symbology, Origins of the (Spellbook)	1211		
Verthandi's Invincible	604		
House Boat	179		
Housecat Control, Potion of	872		
Hover Chariot	278		
How to Use These Books	3		
Howdah, Wind	1535		
Hruggek's Javelins of Lightning	623		
Hruggek's Morning Star	677		
Hruglin's Rope of Entanglement	1044		
Hsing's			
Lyre, Fu	1331		
Staff, K'uei	1283		
Walking Stick, Shou	1294		
Hsssthak's Mirror of Sight and Sound	728		
Hu Hsien Slaying, Weapon of	1524		
Hu'i Wing	223		
Hues, Potion of Rainbow	886		
Huggable Bear, Arabel's	58		
Hugh, Sword of Cymrych	1355		
Hugrin's Spice Shaker	1092		
Huitzilopochtli's Javelin	623		
Huld (Poison)	1201		
Huma, Shield of	1098		
Human			
Comprehension, Jar of	622		
Control, Potion of	872		
Control, Ring of	970		
Influence, Corkitron's Ring of	955		
Influence, Ring of	970		
Influence, Staff of	1275		
Humanity, Deep Fears of	1162		
Humanoids, Shell of Protection vs.	439		
Humans, Shell of Protection vs.	439		
Humbaba's Glaring Eye	455		
Hummingbird Nectar	873		
Humor, Exalted Book of Ethnic	1165		
Humor, Potion of Good	871		
Humorous Perspective, Tome of	1442		
Hunan Influence, Ring of	970		
Hunger, Chime of	817		
Hunting			
Amulet of	35		
Charm	282		
Cursed Amulet of	35		
Hurling, Axe of	118		

Hurricane Lamp	641
Hut, Baba Yaga's	604
Hut, Spirit	606
Hwesta's Talisman of	
Memorization	1423
Hydra, Arrow Polymorphing	
Five-headed	93
Hyena Standard, Nithian	760
Hymir's Steaming Cauldron	268
Hypnosis Ball, Crystal	347
Hypnotic Oil/Powder	771, 904
Hysspo Oil/Powder	771, 904

I

Ibis Standard, Nithian	760
Ice	
Arrow of	90
Arrow of Polymorphing	93
Blade of Black, Sword	1347
Boat	179
Box	214
Claw, Sword	1376
Command, Ring of	984
Cube	351
Fang Bow	206
Hourglass of Fire and	602
Necklace of Enchanted (Uluti)	752
Ring of	970
Storms, Wand of	1483
Icebolts, Ring of	971
Ichor of Intoxication	607
Icon	
of Chemos	607
Great Holy Mace	677
of Halav	607
of Petra	608
of the Raven	609
of Truth	609
Icy Sea, Iron Pin of the	619
Ideas, Gem of	521
Identification	
Chalice of	276
Libram of	663
Ring of Liquid	975
Slate of	1118
Identifier, Nefradina's	754
Identify Recipe	1243
Identifying Potions	852
Identity, Bell's Palette of	836
Idioms & Rare Cryptographs	1181
Idiot Card	381
Idol	
Carnelian	610
of Lolth	610
Quentin's (Spelljamming)	611
Idun's Staff	1282
Iggywilv, Fiendomicon of	1166
Ignition, Lamp of	641
Igraine's Portrait	105
Ilbratha (Mistress of Battle)	1376
Illag's Abominable Beacon Lamp	642
Illithid Cloak	302
Illumination	
Almen's Wand of	1485
Arrow of	91
Scroll of	1075
Wand of	1483
Weapon of	1514
Illusion	
Cursed School Cap of	250
Dust of	420
Karelia's Wand of	1484
Opal of Olfactory	526
School Cap of	251
Wand of	1484

Weapon of	1514
Illusionists, Arrow of Slaying	99
Illusions	
Deck of	377, 378
Map of	692
Map of and Secret Doors	692
Map of and Traps	692
Map of Magic and	692
Map of Mapping and	693
Scroll of Protection from	1078
Illusory	
Bow	206
Metal, Dagger of	364
Missile	91, 374
Missile Launchers	206
Illustrious Conjurings, Repertoire of	1220
Ilmarinen, Wife of	1534
Ilneval's Broad Sword	1377
Ilneval's Red Chain Mail	77
Ilyana, Sword	1377
Image, Evem's Mirror of Envious	727
Images, Mirror of	728
Images, Powder of	904
Immediate Access, H'Veyk's Robe of	1011
Immiscibility, Potion of	
Protection from	883
Immobility, Strongbox of	216
Immolation, Sash of	1053
Immoral Sanity, Tome of	1442
Immortals, Eye of the	455
Immovability, Oil of	771
Immunity	
to Ageing, Potion of	873
to Charm, Amulet of	35
to Death Magic, Potion of	873
to Disease, Potion of	873
to Normal Weapons, Potion of	873
to Poison, Potion of	873
Potion of Metal	879
Potion of	873
Ring of	971
Serten's Spell	997
Stone of Cold	1309
Immunization from Lycanthropes,	
Potion of	873
Immurk the Invincible, Pegleg of	808
Imog, Brooch of	226
Impact, Oil of	771
Impact, Sling Bullet of	1120
Impaling, Dagger of	364
Impenetrabilities, Transcendental	1253
Imperium, Crown of	334
Impersonation, Ring of	971
Impressions of the Retina, Mental	1196
Imprisonment	
Egg	435
Hat of	571
Irons of	619
Improved Identifier, Nefradina's	755
Improved Travel, Mirror of	728
In Control of PCs, Weapons	1520
Incense	
of Meditation	611
of Obsession	611
Shahpesh's Incense of Obsession	611
Incineration, Throne of	1434
Income, Gem of	521
Incompetence, Cameo of	236
Incredible Chariot, Franklin's	278
Incubulum	435
Indestructibility, Rod of	1029
Indra's	
Bow	206
Flaming Sword	1377
Golden Armor	77
Ineffable	
Conjuration Magic &	

Phantasms	1227
Damnation, Libram of	663
Enchantments, Vaerendroon's	1259
Inert Onyx Ball	150
Inertia, Rod of	1029
Inescapable Location, Amulet of	35
Inestimable Beauty, Jacinth of	621
Inestimable Length, Ladder of	635
Inexperience, Amulet of	
Perpetual Youth and	38
Inexplicable Reflections	1181
Infection and Infestation,	
Elixir of Healing	442
Infinite	
Burning, Lamp of	642
Planes, Codex of the	659
Rope	1044
Spells, Book/Tome of	1184, 1442
Wealth, Bag of	135
Influence	
Amulet of Metaspell	36
and Actions, Sulphur	1244
Corkitron's Ring of Human	955
Orb of Draconic	784
Ring of Hunan	970
on Solid Corpus	1181
Staff of Human	1275
Tome of Leadership and	1444
Influences and Suggestions	1181
Infravision	
and Detect Magic, Gamalon's Gem	521
Eye of	455
Negation, Ring of	971
Potion of	873
Ring of	971
Ink Preparation: Haste	1178
Ink Preparation: Lightning Bolt	1178
Inkwell	
Everfull	612
of Concealment	612
of Scrollmaking	612
Inn, Awl	111
Inner Planes, Orrery of the	800
Inner Strength, Potion of	873
Inquiry, Key of	628
Insanity	
Delusional	40
Elixir of Healing	442
Gas Candle	246
Scarab of	1057
Sword of	1377
Insect	
Charm Oil, Maybel's	773
Command, Mirandos's Staff of	1285
Helmet of the	590
Incubulum	435
Repellency, Amulet of	35
Ward, Murdock's	825
Insects Arctor's Staff of Swarming	1298
Insects Staff of Swarming	1298
Insight Gem of	522
Inspiration, Bard's Aphrodisiac	764
Instant Fortress, Daern's	349
Instruments	
Dugal's Musical	820, 1321, 1538
Percussion	811
Wind	1536
Instruments, Dugal's Percussion	820
Instruments, Stringed	1320
Insulation, Potion of	873
Insults, Banner of	156
Intangibles, Alterations	
of Tangibles and	1137
Intellect, Trance of the	1252
Intelligence	
and Intuitive Domination	1182
Libram of	668

Intelligence	
and Capabilities, Sword	1399
of Weapon	1515, 1518
Intelligent Weapon	1514, 1517
Intensity, Potion of	873
Interaction, Tome of Psionic	1444
Interception, Glove of	543
Intercession, Sword of	1377
Interference, Amulet of Psionic	42
Internment, Shovel of	1114
Interruption, Chime of	817
Intier's Ring of Shooting Stars	971
Intoxication, Ichor of	607
Intrinsic Absolutes, Alterations of the	1137
Intuitive Domination, Intelligence and	1182
Invincible Hourglass, Verthandi's	604
Invincible, Pegleg of Immurk the	808
Invisibility, Armor of	77
Invisibility	
Glass Bead of	164
Negation, Ring of	971
Oil	771
Potion of	873
Ring of	953, 971
Ring of Cloaked Wizardry and	953
to Self	848
Shield of	1098
Invisible	
Forces, Theory of the	1251
Sail	1051
Stalker Flask	489
Weapon	1520
Weapon of See	1523
Invocation, Candle of	243
Invulnerability	
Bracer of	221
Nest of	755
Oil of	771
Oil of Elemental	768
Potion of	873
Ring of	972
Zak's Potion of	898
Invulnerable Coat of Arm	314
Invulnerable Coat of Arm'd	315
Ionian Gem	522
Ioun Stone	613-618
Ipsissimo's Black Goose	619
Irid Newleaf's Spellbook	1182
Iriphar of Cormyr's Spellbook,	
Khamlautas	1251
Iron	
Anvil of the Armies	51
Armor, Surt's	82
Bands of Bilarro	153
Bow of Gesen	207
Crown of the Bandit Kingdom	334
Enchanted Grappling	550
Flask	489
Flask of Tuerny the Merciless	489
Gargoyle Grappling	550
Gauntlet of Urnst	506
Golem, Carrague's	255
Golem Protection, Scarab of	1057
Grappling	549
Handedness, Potion of	874
Heart	573
Horn of Valhalla	1548
Liquid	670
of Luckless Returning, Grappling	550
Pin of the Icy Sea	619
Pot, Cegilune's	269
Rake of	931
Rations, Epox's	446
Rod of Parn	1029
Shield	1092
Shield, Wood-	1105
Shoe of Vidar	111

Statue, Talisman of the	1426
Stone, Weapon of	1525
Wand	1484
Wood, Weapon of	1527
Ironfang, Sword	1377
Ironhand's Hammer, Gaerdal	553
Irons	
of Imprisonment	619
of Opening	619
of Steam	620
Throwing	620
of Transference	620
Ironstar Mace	677
Irreversibility, Chalice of	276
Irrigation Can, Zwann's	237
Irritation, Yoke of	1563
Istar's Truth Potion	874
Item	
Anything	21
Quirks	22
Weightless	24
Items	
Bag of Useful	139
Robe of Useful	1017
Robe of Useless	1017
Itzpixc's Collapsible Barrel	159
Iubadan's Cauldron	268
Iuz, Black Arrow of	85
Iuz's Cape	255
Ivory	
Amulet of the Beast	28
Chain of Pao	272
Goats	479
Horn, Black	1544
Plume of Maat	227
Ivy Bracelet	219
Ixion Ankh	47
Ixtxachtli and Lacedons, Periap of	
Protection vs.	827
Ixtlilton's Staff	1282
Iyarim's Flying Dagger	364
Izanagi's Lance	648
Izmur, Ring of	972
J	
Jaanis's Spellbook, Whisper	1165
Jabbing, Fork of	841
Jacinth of Inestimable Beauty	621
Jade	
Jug of	626
Scepter of Defending	1062, 1063
Snakes Figurine	476
Trident, O-Wata-Tsu-Mi's	842
Warrior	348
Jafar Al-Samal, Seal of	1087
Jaluster's Orizon	1182
Jam of Logs	248
Jamaica Oil/Powder	771, 905
Jambiya, Tufala's	370
Jarean's Deck of Many Things	378
Jann Summoning, Turban of	1463
Jann, Takht of the	1418
Jannis's Aroma of Nightmares	772
Jar	
Borieflin's, of Steam	622
of Comprehension	622
of Preserving	622
Jasmine Odor, Ring of	972
Jasper Thunderhand's Handy	
Haversack	135
Javelin	
Cursed	623
of Distance	623
Hruggek's, of Lightning	623

Huitzilopochtli's	623
of Lightning	623
of Piercing	624
Sunbolt	624
Jayzen's Magebane Sword	1377
Jazper's Oil of Permanent Etherealness	772
Jealous, The, Whip	1533
Jealousy, Mask of	701
Jellaba	
of Concealment	1011
of Eyes	1011
of Scintillating Colors	1013
Jelly, Bean of	16
Jelly of Attraction	248, 249
Jester Card	381
Jesting, Jug of	626
Jeteye (Poison)	1201
Jettison, Magical	624
Jewel	
of Attacks	522
of Attacks Upon the Owner	522
of Flawlessness	522
Karathoth's	524
of Neverwinter	523
Night	525
of Obsession	523
Types	516
Jezebel Oil/Powder	772, 905
Jhantra's Harp	1326
Jhessail's Silver Ring	972
Jinx Removing Oil/Powder	772, 905
Jisan the Bountiful, Coin of	322
Jizo Staff	1282
Jo's Liquid Road	772
Joal's Glass of Preserved Words	537
Jogging, Boot of	195
John, High the Conqueror, Oil /Powder of	771, 904
Johydee's Mask	701
Johydee's Spellbook	1196
Jolting, Ring of	972
Jotens, Headband of the	572
Joukahainen's	
Boat	180
Crossbow	208
Golden Helmet	591
Golden Sledge	1118
Journeying Device, Time	405
Joyeuse, Sword	1377
Ju Ju Oil/Powder, African	763, 899
Judgment	
Balance Scale of	148
Card	390
Stair of	1302
Jug	
Alchemy	626
Amorpha	626
of Dyeing	626
Feather Token	468
of Jade	626
of Jesting	626
Louie Dulama's Alchemy	626
Juggernaut Golem Libram	662
Juia Lo'tanu, Tome	1442
Jume, Arcanabula of	1137
Jump Dagger	365
Jumping, Ring of	953, 972
Justice	
Arrow of	91
Card	386
Rod of	1030
Scales of, Sword	1389
Justicer, Sword	1378

K

K'uei Hsing's Staff	1283
K'ung Fu-tzu's Staff	1283
Kabal, Sword	1378
Kaftan of Ogrishness	1013
Kalau Slaying, Weapon of	1524
Kaldair Swiftfoot's Cloak	303
Kaldair Swiftfoot's Sword	1378
Kaleen's Undead Stone	35
Kali's Sword	1378
KalnaKaa's Black Cloak	304
Kami's Hammer, Nai No	557
Kangaroo Pouch	136
Kanoi, Kirith-	1098
Kantele	1550
Kanzaz	874
Karali's Silver Sword	1378
Karathoth's Jewel	524
Karelia's Wand of Illusion	1484
Karma, Bead of	164, 751
Karma Gem	524
Karnrohb's Airy Sphere	1270
Kas, Sword of	1378
Kas's Spellbook	1191
Katana	
Mayonaka's Silver	1381
Shichi's	1393
Zenchoo	1415
Kathena's Pearl of Wisdom	805
Kayak	177
Kaylan's Wooden Tray	627
Kazgaroth, Heart of	573
Keening, Wheel of	1532
Keeping, Libram of	663
Kelpie Cloak	302
Kemis Tree, Leaf of	652
Keoghtom's Ointment	780
Keolish Plate Mail of the Seas	77
Kereenyaga	1020
Kerisis's Girdle of Femininity	535
Ketchup of Slowness	248, 249
Kettle	
of Breathing	627
of Drumming	627
Everbountiful Soup	627
of Fish	627
Mithryl's Everbountiful Soup	627
Key	
Card	380
Courier	628
Dowsing	628
of Entrance	628
Feather Token	468
Grave	628
of Inquiry	628
Map	629
of Opening	629
of Quinarost	629
of Reunion	629
Rogue's	631
Saddle	631
Shapeshifter	631
of Silence	631
Silver, of Portals	631
of Sirdan	631
Skeleton	632
Spider	632
of Storage	633
of Translation	633
of Unlocking	633
Wizard's	633
Keys, Ring of	972
Khalid's Pouch of Accessibility	136
Khalk'Ru, Eidolon of	440
Khan-pelar, Star of	529

Kharas, Hammer of	554
Khas Chess Game	286
Khenel's Philosopher's Egg	436
Khurgorbaeyag's Copper Cube	351
Khurgorbaeyag's Whip	1533
Ki-Helm, Spelljamming	578
Kiaransalee's Dagger	365
Kicking, Slippers of	1121
Kierney's Spellbook, Sir Celedon	1243
Killer, Potion of the Psychotic	884
Killer Ring of Invisibility Negation	971
Kindness Elixir	442
King Card	286
King, Scepter of the Sorcerer-	1064
Kingdom	
Cursed Ring of the Great	956
Goblet of the Great	547
Iron Crown of the Bandit	334
Locket of the Great	672
Kings	
Flail of the Desert	485
Ring of	972
Staff of the Priest	1289
Kirith-Kanoi	1098
Kirren's Frostbrand Sword	1379
Kiss, Thor's	120
Kite	
of Lightning	633
of Reconnaissance	633
of Signaling	633
Kitsyrral, Staff of	1282
Kitten of Caterwauling	477
Kitten of Contemplation	477
Klax's Potion, Glitz &	871
Klee, Crossbow of	203
Klorr, Timepiece of	1436
Kludde Oil/Powder	772, 905
Knife	
Buckle	358
Buckler	358
of Continual Sharpness	365
of Sharpness	366
Stone	356
Knight	285, 286
Knight Card	380
Knight's Silver Sword, Githyanki	1372
Knock, Wand of	1484
Knot, Faithful	330, 465
Knowledge, Mask of	702
Koalinh Slayer	366
Kohl, Yellow	837
Kolkis's Evil Skull Totem	172
Koorz's Spellbook	1211
Korobokuru Control, Potion of	872
Korobokuru Slaying, Weapon of	1524
Korr's Book of Infinite Spells	1184
Korrigan's, Comb of the	326
Kostichie's Hammer	556
Krest's Spellbook	1155
Krillus's Blazer	642
Kuan Yin's Quarterstaff	1283
Kuei Slaying, Weapon of	1524
Kullervo's Sword	1379
Kulver-Tam's Fruit of Extra Healing	634
Kumade, Black	1129
Kumakawa Armor	77
Kung's Drum, Lei	819
Kur's Drink	874
Kura, Okami's Staff	1283
Kura, The Darkness	634, 1379
Kuroth's Quill	925
Kuroth's Spellbook	1251
Kushk, Prism of	912
Kusunogi No Tsurugi, Sword	1380
Kwalish, Apparatus of	57
Kwalish, Dunhill's Apparatus of	414
Kwalish's Spellbook	1166

Ky Trencha Ukang	1283
Kybal's Cord	330
Kyrie's Mask of Disguise	702

L

Labile Locker, Leomund's	657
Lacedonbane	842
Lacedons and Ixitxachitl, Periapt of	
Protection from	827
Ladder	
of Balance	635
Benhi's Express	635
of Climbing	635
of Inestimable Length	635
Ladle	
of Candlemaking	635
of Curing	635
of Drinking	635
of Duplication	635
Laduguer's Ring	973
Laduguer's Shield	1099
Laeral's	
Libram	1184
Spell Shield	1099
Spellbook	1197
Storm Armor	78
Laeyndr's Book of Metamorphoses	1187
Lafaralinn's, Sword	1380
Lake's Sword, Lancelot of the	1342
Lakes, Mirror of	729
Lament, Bell of	815
Lamentation, Tree of Unending	1458
Lamp	
Bashal's Tendrilight	636
Byubo's, of Audacity	637
of Continual Light	637
Daoud's Wondrous	637
of Darkness	640
Dragon	640
Floor	640
of the Four Winds	640
of the Genies	640
Goldmane's Dazzler	640
of Greyhawk	641
of Honesty	641
Hurricane	641
of Ignition	641
Illag's Abominable Beacon	641
of Infinite Burning	642
Krillus's Blazer	642
of Lighting	643
of Long Burning	643
Magic	643
Malthrox's Shadowcaster	643
Messakk's Eye	644
of Multichromaticism	645
of Plant Growth	645
Shadow	645
of Spying	645
of Summoning	646
Thessall's Wayguider	646
of Timed Lighting	646
Lance	
Anhur's	647
Copper	647
Death	647
Dragonlance	647
of Fire	647
Hastsezi's, of Fire	648
Izanagi's	648
Lesser Dragonlance	648
Ornit's, of Doom	648
of Piercing	649
Puchan's Golden	649

Lance			
Tribal	649		
True Dragonlance	649		
Venom	650		
Wind's	650		
Lancelin's Sword	1380		
Lancelot of the Lake's Sword	1342		
Landing, Net of	757		
Lands, Warlord Blade of the Shield	1412		
Language Learning, Potion of	874		
Languages			
and Reading Magic, Helmet of			
Comprehending	586		
Recipe, Comprehend	1241		
Ring of	973		
Spoken by Weapon	1516, 1518		
of Swords	1403		
Lanolin's Ring of Power	973		
Lantern	(See Lamp)		
Lantern Ring	974		
Lanthron, Daoud's Wondrous	637		
Lao Tzu's Staff	1283		
Lapland Wool	650		
Laprov, Sword	1380		
Lard, Tub of	1462		
Larder of Holding	650		
Lareth's Spellbook	1190		
Larmacian Holy Symbol	597		
Larynx of Deafening	650		
Lashing, String of	1319		
Lasko's Magical Fountain	493		
Lassivren's Sword	1380		
Last Shot Bow	208		
Lasting Smoking Pipe	1125		
Lastquip, Sword	1367-1368		
Lathander			
Amulet of	35		
Blade of, Sword	1347		
Cloak of	304		
Holy Symbol	597		
Lathintel, Spellbook of	1190		
Laughing Hare	1561		
Lavender Oil/Powder	772, 905		
Law			
Arrow of	91		
Orb of	797		
Quill of	926		
Zellot's Quill of	928		
Law's Banner	156		
Lawful			
Evil, Crown of	934		
Evil, Orb of	934		
Evil, Scepter of	934		
Good, Crown of	933		
Good Holy Shield	1098		
Good, Orb of	933		
Good, Scepter of	933		
Neutral, Crown of	934		
Neutral, Orb of	933		
Neutral, Scepter of	934		
Sword	1413		
Wizard's Robe	1018		
Lawfulness, Talisman of	1423		
Layne's Hammock	560		
Leader's Silver Sword, Githyanki	1372		
Leadership			
Admundfort Ring of	947		
Amulet of	35		
and Influence, Tome of	1444		
Crown of	334		
Rod of	1030		
Leaf			
Book	650		
of Colors	650		
of Crumbling	651		
Enchanted	652		
of Falling	652		
New	653		
of Warmth	653		
Weapon, Purple	1522		
Leaping, Boot of Traveling and	198		
Leaping Fish	1561		
Learning, Potion of Language	874		
Leather Apron	58		
Leather Armor, Bradlie's	72		
Leaving, Zebulon's Axe of	122		
Leech Dust	421		
Left Eye, Mellifleur's	458		
Left Hand, Tomorrow's	563		
Lefthandedness, Weapon of	1520		
Legendary Great Arms			
& Fabulous Heroes	1191		
Legendry of Phantoms and Ghosts	1191		
Legends, Libram of	664		
Legionnaire, Reptilian, Sword	1389		
Lei Kung's Drum	819		
Lemmikainen's			
Armor	78		
Belt	169		
Bush	231		
Sword	1380		
Length, Handkerchief of	566		
Length, Ladder of Inestimable	635		
Lens			
of Activity Detection	653		
of Blinding	653		
Blue Sentient, Life (SL)	1067		
of Charming	653		
of Detection	654		
of the Eagle	654		
Evelyn's, of Speed Reading	655		
of Far Seeing	654		
of Lighting	654		
of Minute Seeing	654		
of Petrification	654		
Red Air, Quality (AQ)	1067		
of Reflection	655		
of Remote Viewing	655		
of Seeing	655		
of Subtleties	655		
of Transformation	656		
of Ultravision	656		
of Valuation	657		
Yellow Ambient,			
Temperature (AT)	1067		
Leomund's			
Goblet	547		
Labile Locker	657		
Mug	742		
Plate	839		
Spellbook	1140, 1171, 1215		
Leonardo's Carpet of Flying	257		
Lethargy, Potion of	874		
Lethchauntos's Spellbook	1165		
Letter, Blood	1347		
Leuk-O, Mighty Servant of	720		
Leviathan, Eye of	455, 456		
Levitation			
Anklet of	50		
Bench of	171		
Boot of	195		
Bow of	208		
Fishing Pole of	483		
Potion of	874		
Weapon of	1520		
Levity	848		
Lexicon of Spirits	1191		
Lexicon, Serpin	1230		
Lhurdas (Poison)	1201		
Liaison, Helmet of	591		
Liar, Building (Lyre)	1329		
Libram			
Analect of Magic	657		
of the Black Heart	657		
Boccob's Blessed Book	659		
Codex of the Infinite Panes	660		
of Constructs	660		
of Destruction	662		
Detho's	1162		
of Evaluation	662		
of Gainful Conjunction	662		
of Golems	662		
Gollum Constructzion	663		
Grimoire of Archaic Alchemy	663		
of Identification	663		
of Ineffable Damnation	663		
of Keeping	663		
Laeral's	1184		
of Legends	664		
of the Planes	664		
Mhzentul's Runes	664		
of Ravenloft Golems	665		
of Recording	668		
of Silver Magic	668		
of Study	668		
of Tedium	668		
of Teleportation Arches	668		
of Thoth	668		
of Translation	669		
of Twelve Seals	669		
of Zargos	669		
Lich, Arcane Formulae for a	60		
Lichdom, Potion of	874		
Lies, Ring of Detect	949		
Life			
Ankh of	47		
Diviner of	1026		
Draskilion's Amulet of	31		
Elixir of	442		
Energy Sword, Drain	1357		
Gem of	524		
Hammer of	556		
Manual of Powers Beyond	1196		
of Nature Its Secrets	1192		
Nest of	755		
Oil/Powder of	772, 905		
Oil/Powder of New	774, 906		
Protection, Amulet of	36		
Protection, Ring of	974		
Ring of	974		
Saver Sword	1380		
Saving, Mirror of	729		
Scarab of	1057		
Scepter of	1063		
(SL) Lens, Blue Sentient	1067		
Stealing, Potion of	876		
Stealing Sword	1380		
Suspension, Potion of	876		
Taker Sword	1381		
of Throtag, Tome	1444		
Trapping, Mirror of	729, 732		
Tree of	1455, 1456		
Lifejammer	578		
Light			
and Darkness, Dicerion of	407		
Arrow/Bolt of	91		
Candle, Unfailing	245		
Crystal of	343		
Dart of	374		
Generation Rules for Weapons	1506		
Lamp of Continual	637		
Mask of	702		
Mitra's Sword of	1383		
Reflector, Continual	329		
Ring of	973		
Scepter of	1063		
Seeing, Helmet of	591		
Shield of Proof Against	1101		
Shuttered Lamp of Continual	637		
Splitting, Prism of	913		
Stone of Continual	1309		



Mace			
Diamond	676		
of Disruption	676		
Driver	676		
Expeller	676		
Great	675, 681		
Icon, Great Holy	677		
Hruggek's Morning Star	677		
Ironstar	677		
Memnor's Morning Star	677		
Muamman Duathal's	677		
Nebelun's	677		
Nightbringer	678		
of the North, Great Golden	677		
of Pain	678		
Raiden's	678		
Shadowcaster	678		
Skull	678		
of Spellwarding	678		
of St. Cuthbert	679, 670		
Staff	681		
Storm Star	681		
Tadron's	681		
Undeadbane	681		
Varuna's	682		
-Wand	677		
Warstar of the Manticore	682		
MacFuiridh Cittern	1321		
MacFuiridh Harp	1326		
Machine of Lum the Mad	682, 684		
Macho-Musk, Merty's Masculine	717		
Mad			
Book of Num the	1205		
Dog of the Desert's Spellbook	1192		
Machine of Lum the	682, 684		
Madness, Elixir of	443		
Madoc's Sword	1381		
Maelstrom, Sword of Babette	1343		
Mage			
Shot	1112		
Smelling, Ointment of	781		
Wine	877		
Magebane Sword, Jaysen's	1377		
Magefool	1382		
Magemask	703		
Mageries, Unique	1255		
Mages and Apprentices,			
History of	1180, 1181		
Mages, Arrow of Slaying	99		
Mageslayer	366		
Magestar	687		
Magi, Staff of the	1283		
Magic			
Analeof	657		
and Illusions, Map of	692		
& Phantasms, Selvar's Conjunction	1227		
and Secret Doors, Map of	692		
and Traps, Map of	693		
Blocking, Potion of	877		
Carpet, Solomon's	259		
Detection, Powder of	905		
Detection, Ring of	977		
Detection, Wand of	1486		
Enhancement, Potion of	877		
Exchange, Noj's Claw of	294		
Gem of Infravision and Detect,			
Gamalon's	521		
Helm of Comprehending			
Languages and Reading	586		
Lamp	643		
Libram of Silver	668		
Map of	692		
Map of and Traps	693		
Map of Mapping and	693		
Mask of	703		
Mice	720		
Mirror, Yefar's	736		
Missile Device	687		
Missile Protection, Gem of	525		
Missiles, Wand of	1487, 1488		
Monocle of	741		
Mouse Ring, Tasslehoff's	1002		
Peas Potion	878		
Portraiture by	106		
Potion of Anti-	855		
Recipe, Detect	1242		
Recipe, Read	1241		
Reglar's Gloves of Freedom from	544		
Resistance, Amulet of	36		
Resistance, Potion of	878		
Resistance, Ring of	977		
Ring, Gordon's	967		
Scroll of Flame	1074		
Scroll of Protection from	1079		
Scroll of Wind	1086		
Shield Banner	156		
Shielding, Potion of	878		
Stealing, Claw of	293		
-User Book	(See Libram)		
-User, Spellbook of a	1192		
Weapon of Detect	1511		
Magician Card	383		
Magical Quarterstaff	1284		
Magical Mirrors, Wand of	1486		
Magister, The	1193		
Magius, Dagger of the	366		
Magius, Staff of	1284, 1285		
Maglubiye's Axe	118		
Maglubiye's Wounding Arrow	92		
Magma Command, Ring of	985		
Magnetic and Electric Waves	1194		
Magnetic Fluids, Cosmogony of	1157		
Magnetism			
Forgotten Arts of Oratory	1171		
Occult	1211		
Potion of	878		
Ring, Animal	948		
Magnification, Potion of	878		
Magnificent Mattress, Merty's	717		
Magnolia Oil/Powder	773, 905		
Mail			
Arvoreen's Chain	71		
Callarduran Smoothhands's Chain	72		
Elven Chain	74		
of Etherealness, Tulen's Plate	82		
of Horus, Scale	82		
Ilneval's Red Chain	77		
Red Dragon Scale	81		
of the Seas, Keolish Plate	77		
Skoriaan's Drow Chain	82		
Major Arcana Cards (Tarot)	382		
Major Spelljamming Helm	580		
Malice, Tree of	1458		
Malice's Rod of Reincarnation	1031		
Malign, Sword	1381		
Mallet of Luck	556		
Malog, Medallion of	713		
Malthrox's Shadowcaster	644		
Malto's Dust of Mind Dulling	421		
Malto's Mirror of Retention	729		
Mamluk Sword of Obedience	1381		
Mammal			
Arrow of Slaying	99		
/Avian Control, Potion of	855		
Control, Ring of	978		
Control, Staff of	1275		
Slaying, Sword of	1382		
Man			
Anchor	45		
Card, Hanged	387		
of Urik, Obsidian	761		
Manas			
of Death	547		
of Fixation	547		
of Sleep	547		
Mandolin, Canaith	1331		
Mandolin, Cli	1332		
Mane Helmet, Griffon	589		
Maneuverability			
Rudder of	1046		
Sail of	1051		
Wheel of	1110		
Manipulations of the Entourage,			
Arcane	1140		
Manor's Manual of Sight	1194		
Manpower, Oil/Powder of	773, 905		
Manscorpion Cloak	302		
Manta Ray, Cloak of the	304		
Manticore Travel, Barding of	157		
Manticore, Warstar of the	682		
Mantle			
of Celestial	304		
of Mist	305		
of the Mundane	305		
Shaman's	309		
Sumpko's	310		
Mantooth, Sword	1382		
Manual			
Grim Grimoire	688		
of Powers Beyond Life	1196		
of Puissant Skill at Arms	688		
of Sight, Manor's	1194		
of Stealthy Pilfering	688		
of Stratagems	690		
Many			
Bags, Bag of	136		
Colors, Cloak of	305		
Faces, Sword of	1364		
Holdings, Box of	214		
Lights, Match of	709		
Pouches, Girdle of	535		
Things, Deck of	379		
Things, Janean's Deck of	378		
Things, Rod of	1031		
Things, Tarot Deck of	381		
Wishes, Ring of	978		
Worlds, Well of	1529		
Map			
Dane's Version	690		
of Distortion	690		
of Illusions	692		
of Illusions and Secret Doors	692		
of Illusions and Traps	692		
Key	629		
of Magic	692		
of Magic and Illusions	692		
of Magic and Secret Doors	692		
of Magic and Traps	693		
of Mapping	693		
of Mapping and Illusions	693		
of Mapping and Magic	693		
of Mapping and Secret Doors	693		
of Mapping and Traps	694		
Master Plan	694		
of Misleading	694		
of Navigation	695		
of Secret Doors	695		
of Secret Doors and Traps	695		
of Traps	695		
Mapping, Scroll of	1075		
Marble			
Cat's Eye	696		
of Cleanliness	696		
Elephant	478		
Granite	696		
Merty's Marvelous	717		
of Quarry	696		
Warp	696		
Marbol's Chess Game	286		
March, Equalizer of Gran, Sword	1365		
Margoye, Ring of	964		

Marid			
Bane Sword.....	1371	Thievery, Potion of.....	892
Desert Blade, Sword.....	1356	Masterful Muffler, Merty's.....	717
Ewer.....	917	Masters, Dark Draft of the Voodoo.....	859
Scroll of Protection from.....	1078	Masthead of Durability.....	709
Slayer Sword.....	1078	Masubi's Sword, Ho.....	1375
Summoning, Ring of.....	967	Meat, Ivory Plume of.....	227
Summoning, Turban of.....	1463	Match	
Marids, 'Ud of the.....	1333	Magical.....	709
Marion's Robe of Blending.....	1013	Merty's Munificent.....	718
Mark Antony's Sword.....	1387	of Many Lights.....	710
Mark's Scarab of Protection.....	1058	Material Pocket, Wand of Prime.....	1491
Markers, Merty's Magical.....	717	Materialization, Ring of.....	978
Marketplace, Merty's Marvelous.....	717	Math's Spellbook.....	1137
Marking, Ring of.....	978	Matter, Creation and Modification of.....	1160
Marks Harp.....	1326	Mattock, Dumathoin's.....	709
Marksmanship, Bow of.....	209	Mattock of the Titans.....	710
Maroon, Sword.....	1382	Mattress, Merty's Magnificent.....	717
Marv's Necklace of.....		Maul of the Titans.....	556
Memory Displacement.....	750	Mauling, Muzzle of.....	743
Marvelous		May Oil/Powder, Cleo.....	766, 900
Marble, Merty's.....	717	Maybel's Insect Charm Oil.....	773
Marketplace, Merty's.....	717	Mayonaka's Silver Katana.....	1382
Nightingale, Queen Ehliisa's.....	923	Mazrikoth's Scarab of Death.....	1058
Pigment, Nolzur's.....	837	Meal Seed, Square.....	1090
Masauwu, Fiery Brand of.....	1453	Meaning or Significance,	
Masculine Macho-Musk, Merty's.....	717	Gem Color vs.....	514
Masculinity, Girdle of Femininity/.....	533	Mechanical Traps, Scroll	
Mask		of Protection vs.....	1080
Air.....	697	Medallion	
of Attractiveness.....	697	of the Arctic.....	710
of Bachraeus.....	697	of Defense.....	710
of Combat.....	698	of Empathy.....	710
of Comedy.....	698	Equus.....	710
Death.....	698	of ESP.....	711
Death, of Ptah.....	698	of EST.....	712
of Disguise.....	698, 699, 702	of Faith.....	712
Faceless.....	699	Holy, of Almor.....	713
Fanged.....	699	Locke's, of Thought Projection.....	713
Green.....	699	of Malog.....	713
Horned.....	701	of the Mirror.....	713
of Jealousy.....	701	of Missile Attraction.....	713
Johydee's.....	701	Pax's, of Spell Exchange.....	713
of Knowledge.....	702	of Projection.....	713
Kyrie's, of Disguise.....	702	Soulsearcher.....	714
of Light.....	702	Species Enemy.....	714
of Lyncanthus.....	703	of Spell Exchange.....	713, 714
Mage.....	703	Star of Celene.....	715
of Magic.....	703	of Steadiness.....	715
Magical.....	703	of Thought Projection.....	713, 715
of Memory.....	703	of Time.....	715
Mirror.....	704	Tusmit's Battle Crescent.....	715
Monster.....	704	Medegian Bracelet of Lost Ships.....	219
of Night.....	704	Medic with Bag, Statue of Power.....	1303
of Protection.....	704	Medication, Spoon of.....	1467
of Scowling.....	704	Medicine Bundle.....	716, 1423
of Silence.....	704, 705	Medicine Shield.....	1099
Skull.....	705	Meditation, Incense of.....	611
of Smiling.....	706	Meditation, Potion of Advanced.....	854
Spirit.....	706	Medusa, Arrow of Polymorphing.....	93
of Stealth.....	706	Medusae, Shield of.....	1099
of Tragedy.....	706	Megara's Whip.....	1533
of Trickery.....	706	Meginjardier, Belt.....	169
of Twilight.....	707	Mei Lung, Herald of.....	1441
Veil.....	707	Melior, Sword.....	1383
of Winds.....	707	Mellenea's Pool Portal.....	847
Winged.....	707, 708	Mellifleur's Gem Eye.....	458
of the Wraith.....	708	Mellifleur's Robe of Stars.....	1013
Masque, Merty's Mud.....	718	Melting, Crucible of.....	341
Mast, Half.....	708	Melting, Rod of.....	1033
Mast, Portable.....	709	Memnor's Morning Star.....	677
Master		Memorization, Hwesta's Talisman of.....	1423
Gem, Ionian.....	522	Memorization, Talisman of.....	1424
Plan.....	694	Memory	
Ring of Scaladar, Trobriand's.....	1004	Arcane Puissance of.....	1140
Thief, Finger of the.....	480	Dark Sides.....	1162
Thief, Thumb of the.....	480	Displacement, Marv's Necklace of.....	750
		Enhancement, Necklace of.....	750
		Mask of.....	703
		Mirror, Yefar's.....	736
		Ring of.....	978
		Menace, Drum of.....	819
		Menagerie, Merty's Musical.....	718
		Mental Impressions of the Retina.....	1196
		Mental Prowess, Mirror of.....	730
		Mentor's Spellbook.....	1181
		Mephistopheles's Fork.....	842
		Merchant's Cloth.....	312
		Merciless, Iron Flask of Tuerny the.....	489
		Mercury, Oil/Powder of.....	773, 905
		Mercury Dragon Slayer, Sword.....	1357
		Meredin's Luck Blade, Sword.....	1383
		Merging, Potion of.....	879
		Meriadar's Quarterstaff.....	1285
		Meriadar's Wand.....	1487
		Mermen, Bracer of the.....	222
		Merry Blend, Durimal's.....	828
		Merty's Marvelous Marketplace.....	717-719
		Mervic's Dagger.....	366
		Mervic's Gaseous Globe.....	539
		Mess Awl.....	111
		Message	
		Recipe.....	1243
		Ring.....	978
		Sending, Box of.....	215
		Messakk's Eye.....	644
		Metaenchantment, Science of.....	1226, 1227
		Metal	
		Command, Wand of.....	1487
		Detection, Wand of.....	1487
		Fatigue, Oil of.....	773
		Immunity, Potion of.....	879
		and Mineral Detection, Wand of.....	1487
		Protection, Forge of.....	491
		Star.....	517
		Weapon of Detect.....	1511
		Metamorphoses, Laeyndr's Book of.....	1187
		Metamorphosis, Ring of Elemental.....	961
		Metaspell Influence, Amulet of.....	36
		Methild's Harp.....	1326, 1328
		Methods, Tome of Dogmatic.....	1439
		Methven Candle.....	243
		Mezin's Skull.....	1117
		Mhzentul's Runes.....	664
		Mhzentul, Seven Lost Rings of.....	664
		Mice, Amazing.....	719
		Mice, Magic.....	720
		Midas Touch, Potion of the.....	879
		Midnight Slasher's Boots.....	195
		Midnight Slasher's Cloak.....	306
		Mierest's Starlit Sphere.....	1270
		Might	
		Band of.....	152
		Gauntlet of.....	506
		Girdle of Holy.....	535
		Girdle of Priestly.....	535
		of Heroes.....	118
		Regalia of.....	933, 938
		Rod of Lordly.....	1030
		Mighty	
		Cutting, Saw of.....	1054
		Gauntlet of Colonel Tamus Ewdun.....	508
		Servant of Leuk-O.....	720
		Simurgh, Claw of.....	293
		Mikaboshi's Sword, Amatsu.....	1339
		Milenian Scepter.....	1063
		Military Fork, Belial's.....	841
		Military Fork, Trident.....	844
		Mill of Sampo.....	722
		Mimung, Sword.....	1383
		Mind	
		Dampening, Potion of.....	879
		Dulling, Dust of.....	421
		Focusing, Potion of.....	879
		Potion of Open.....	880

Restoration, Potion of	879	Misdirection, Arrow of	92	Monster	
Shielding, Ring of	979, 1003	Misfortune, Wheel of	1532	Arrow of Polymorphing	93
Minds of the Unknown	1196	Mishakal		Control, Badge of	123
Mine		Disks of	185, 187	Creation, Potion of	880
Dimensional	447	Staff of	1286	Fishing, Fishing Pole of	483
Ellister's Dimensional	447	Healing Balm	781	Holding, Parchment of	803
Spelljamming	448	Token Egg	436	Mask	704
Mineral Command, Ring of	989	Misleading, Map of	694	Repulsion, Oil of	774
Mineral Detection,		Misplaced Objects, Wand of	1487	Slayer Sword	1383
Wand of Metal and	1487	Misplacing, Noj's Bag of	136	Monsters	
Miniature Gear	22	Missile		Arrow of Slaying	98
Minion of Set	782	Attraction, Armor of	78	Death-to-, Sword	1356
Ministering, Cabinet of	233	Attraction, Medallion of	713	Potion of Speak with	893
Minor Arcana Cards (Tarot)	391	Attractor	1100	Weapon with Bonus vs.	1509
Minor Spelljamming Helm	580	Deflector	1100	Monstrous Attention, Phylactery of	831
Minstrel, Primal's Musical	914	Device, Magic	687	Moodarvian Ring of Emotion	979
Minute Seeing, Eye of	458	of Enchantment	89	Moon	
Minute Seeing, Lens of	654	Illusory	91	Blade, Sword	1383
Minyan	722	Missile Protection		Card	380, 390
Miracles, Staff of	1285	Barding of	159	Oil/Powder	774, 906
Miraculous Mistmaker, Merty's	717	Gem of Magic	525	Moondance's Sword, Falrik	1339
Mirage Potion	879	Potion of	880	Moonglow, Staff of the	1286
Mirandos's Staff of Insect		Vest of	1470	Moonlight, Can of	237
Command	1285	Missile (cont.)		Moonstone Rabbit Figurine	476
Mire Talisman	1424	Snaring, Glove of	544	Mordenkainen's Spellbook	1140,
Mirror		Weapon of Accuracy	92	1157, 1162, 1165, 1196	
Baltron's Hand	723	Weapon of Distance	92	Mordmorga's Ring of Warmth	981
Barlithian's Mystical	723	Missiles		Mordom's Cauldron of Air	268
Black	726	Illusory	374	Moredin's Crystal Ball	348
Blue	726	Nabil's Wand of Magic	1488	Morgan's Horse Barding	159
Crystal	726	Necklace of	750	Morglay, Sword	1383
of Curing	726	Noj's Necklace of Not-so-Smart	751	Morning Star	
of Duplication	726	Wand of Magic	1487, 1488	Bael's	485, 675
Emperor's	727	Mist		Hruggek's	677
of Enlightenment	727	Boat	180	Memnor's	677
Even's, of Enviably Image	727	Dragon Slayer, Sword	1357	of Detection	488
of Fear	728	Mantle of	305	Mortar and Pestle, Everproducing	
Flaming, of Tenh	728	of Rapture	736	Rice	741
of Flattery	728	ient	1430	Mortar and Pestle, Lorloveim's	
Hssthak's, of Sight and Sound	728	Mistletoe Wand	1488	Obsidian	741
of Images	728	Mistmaker, Merty's Miraculous	717	Mortos's Golem Scarab	1058
of Improved Travel	728	Mistress of Battle, Ilbratha	1376	Mother Cat	477
of Lakes	729	Mithryl's Everbountiful Soup Kettle	627	Mothering, Rug of	257
of Life Saving	729	Mitra's Sword of Light	1383	Moto Moto Rod	
of Life Trapping	729, 731	Mixed Luck, Myste's Stone of	1313	of Beguiling	742
Malto's of Retention	729	Mixing, Spoon of	1467	of Concealment	742
Mask	704	Mjolnir (Hammer)	557	of Strength	742
Medallion of the	713	Mo-pelar, Star of	529	of Thundering Compliance	742
of Mental Prowess	730	Moander, Gauntlet of	506	Motopua	119
Murky	730	Moat, Folding	490	Mountain Seed	1090
Not-So-Funny Funhouse	730	Mobile	737	Mountain, Snow on the, Sword	1396
Nura D'Agor's, of Life Trapping	732	Moccasins of Free Movement	195	Mountains	
of Opposition	732	Modeling, Displacements and	1165	Bear Cloak of the Sulhaut	297
of the Past	732	Modification of Matter, Creation and	1160	Dark Wand of the Sulhaut	1477
of Portals	732	Modified Talisman of Zagy	1424	Headband of the Corusk	572
Reading	733	Mojo Oil/Powder	774, 906	Mourner's Armor	78
of Recall	733	Moloch's Whip	1533	Mouse Cart	259
Red	733	Molydeus's Axe	118	Mouse Chariot, Myl's	280
of Reflecting	733	Monadic Deva Rod	1033	Mouse Ring, Tasslehoff's Magic	1002
of Retention	729, 733	Mondasso's Automated Spell Scroll	1075	Mouthpick, Beholder	166
of Reversal	733	Monetary System Conversion	5	Movanic Deva Sword	1383
of Seeing	734	Money Changer Box	215	Movement	
of Sending	734	Money, Raistlin's Cursed	324	Moccasins of Free	195
-Shield of Rheddrian	1100	Monkey		Potion of Water	897
of Simple Order	734	Fist of Ha'chao	737	Ring of	981
of Sophistication	734	Head Talisman	1424	Movements of the Universe,	
Spell	734	Sitting	1561	Unknown	1259
of Spirit Seeing	735	Standing	1560	Moving, Ngona Horn of Silent	599
of Travel	735	Monkey's Staff	1286	Muamman Duathal's Mace	677
of Truth	735	Monkeys, Barrel of	160	Mud Masque, Merty's	718
of Vanity	735	Monkeys Figurine, Amber	473	Mud Ring	981
Yefar's Magic	736	Monocle		Mudship	1106
Yin-Yang	736	of Bagthalos	739	Muffler, Merty's Masterful	717
Mirrored Eyes, Potion of	879	Fire-Eye	740	Mug	
Mirrors, Wand of Magical	1486	of Magic	741	Leomund's	742
Mirynda's Wand of Polymorphing	1487	Monolith, Nithian	759	Merty's Mysterious	718
Mis Tree, Leaf of	652	Monolith, Rod of the	1034	of Plenty	742

Mug	
of Warming	743
Multichromaticism, Lamp of	645
Multicolor Egg	436
Multiplanar Mushrooms, Merty's	718
Multiple	
Applications of Perceptomancy	1197
Rod of Dancing	488
Wishes, Ring of	981
Multiplication, Crossbow of	203
Multiplication, Turban of	1463
Multiplicity, Arrow of	92
Multiverses, Spherogenesis of the	1244
Mummy Coffin of Creation	317
Mummy's Cloak	306
Mundane, Mantle of the	305
Munificent Match, Merty's	718
Murdock's Insect Ward	825
Murky Mirror	730
Murlyn's Harp of Charming	1326
Murlynd's Spoon	1467
Mushrooms, Merty's Multiplanar	718
Music, Armband of	66
Music Box	743
Musical	
Instruments, Dugal's	820, 1321, 1538
Menagerie, Merty's	718
Minstrel, Primal's	914
Spoon	1467
Musing, Gem of	525
Musk Oil/Powder	774, 906
Muskmelon, Merty's Mythic	719
Mustard, Merty's Mystic	719
Mustard of Success	248, 249
Muzzle	
of Lycanthrope Control	743
of Mauling	743
of Training	743
My Brother of Arms	1352
Myl's Mouse Chariot	280
Mylsibis's Codex of Contention	1197
Myrkul's Tablet of Fate	1418
Myste's Stone of Mixed Luck	1313
Mysterious Mug, Merty's	718
Mysterious Sounds, Stone of	1313
Mystery	
Oil/Powder, Nine	774, 906
Rock	1020
Stocking of	1306
Mystic	
Eidolons, Necklace of	750
Mustard, Merty's	719
Wand	1488
Mystical	
Brown Coating Box	215
Equations, Book of	189
Feather Token, Quaal's	180, 469
Mirror, Barlithian's	723
Organ, Heward's	1550, 1552
Mystics, Tabard of the	1417
Mythic Muskmelon, Merty's	719

N

Nabil's Wand of Magic Missiles	1488
Naesowen, Ghost Blade, Sword	1384
Naga Crown	334
Nagelring, Sword	1384
Nai No Kami's Hammer	557
Nail	
Blast Spike	745
of Building	745
Death	745
Finger	745
of Pointing	745
-Ring, Sword	1384

of Securing	746
of Silence	746
Ten-Penny	746
Nailing, Hammer of	557
Najm, Book of	187
Namara Neversleep, Sword	1384
Nanna Sin's Black Axe	119
Nanorion Stone	1314
Narcissistic Weapon	1521
Narcissus Oil/Powder	774, 906
Nat Slaying, Weapon of	1524
Natasha, Locket of	673
Nathlum, The	1200
Native Drum	819
Nature Its Secrets, Life of	1192
Nature's Love, Ring of	982
Navigation, Map of	695
Nay (Flute), Djinn	1542
Nchaser's Elyromancia	1202
Nchaser's & Tulrun's Spellbook	1192
Nebeln's Mace	677
Necklace	
of Adaptation	746
of Air Breathing	746
of Almor	746
of Alteration	747
of Bad Taste	748
Cosette's	748
of Elegance	749
Frigga's Black Opal	749
Glittering	749
of Greed	749
of Harmonia	749
of Lilith	749
Marv's, of Memory Displacement	750
of Memory Enhancement	750
of Missiles	750
of Mystic Eidolons	750
of Night Seeing	751
Noj's, of Not-so-Smart Missiles	751
of Petrification	751
of Prayer Beads	751
of Protection	751
of Protection Against Charm	752
Snake	752
of Strangling	752
of Strangulation	752
Syranita's Opal	752
of Ugliness	752
of Ulutui	752
Vergadin's	753
of Water Breathing	753
Necromancer, Ring of the	982
Necromancer, Staff of the	1287
Necromancy, Ordinary	1211
Necromancy, Quill of	927
Nectar, Hummingbird	873
Needle	
of Death	753
of Lively Tattoos	753
Magical Darning	754
of Repair	754
of Sewing	754
Neekar, Sword	1384
Nefradina's Identifier	754
Nefradina's Improved Identifier	755
Negation	
Potion of Poison	882
Ring of Infravision	971
Ring of Invisibility	971
Ring of Thief	949
Wand of	1488
Negative Plane Protection,	
Onyx Ring of	984
Nemean Lion Skin	755
Nepanth, Sword	1385
Nepthas, Contracts of	329

Nerad, Psychometron of	918
Nerve Tonic, Elixir	443
Net	
Dart of the Hornets'	374
of Eyes	755
of Invulnerability	755
of Life	755
Net	
Ashley's, of Entrapment	755
Drag	756
of Entrapment	755, 756
of Fishing	756
Hare	756
Hiatea's, of Feeblemind	756
of Landing	757
Loyal, of Restraint	757
of Plenty	757
of Profit	757
Safety	757
of Snaring	758
of Sneering	758
of Spirit Snaring	758
Webnet	758
of Worth	758
Nether Scroll	1076
Netherborn, Azureedge,	
Slayer of the	112
Neutering Girdle of	
Femininity/Masculinity	533
Neutral	
Crown of	935
Crown of Chaotic	937
Crown of Lawful	934
Evil, Crown of	935
Evil, Orb of	935
Evil, Scepter of	935
Good, Crown of	935
Good Holy Shield	1098
Good, Orb of	935
Good, Scepter of	935
Orb of	935
Orb of Chaotic	937
Orb of Holiness	796
Orb of Lawful	933
Robe of the Archmagi	1009
Scent, Oil of	774
Scepter of	935
Scepter of Chaotic	937
Scepter of Lawful	934
Wizard's Robe	1018
Wyrm, Rod of the	1043
Neutrality	
Amulet of	37
Crown of	942
Orb of	943
Regalia of	938
Scepter of	942
Sword of	1365
Neutralization	
Potion of	880
Potion of Scent	888
Ring of	983
Never Empty Quiver	929
Neverending	
Arrows, Bow of	209
Barrel of Grog	160
Barrel of Salt Pork	160
Neversleep, Namara, Sword	1384
Neverwinter, Jewel of	523
New	
Leaf	653
Life, Oil/Powder of	774, 906
Tunnels/Passages, Potion to	
Detect	895
Newleaf's Spellbook, Irid	1182
Nezram, Claw of	294
Ngon Horn	599

Nibelungen, Ring of the	983
Nidus' s Wand of Endless Repetition	1488
Night	
Eye of	458
Mask of	704
Ring of	983
Seeing, Necklace of	751
Staff of	1287
Sword of	1385
Nightbringer	678
Nightcap of Sleep	250
Nightcap of Vision	251
Nightingale, Queen Ehliisa's	
Marvelous	923
Nightmares, Jannis's Aroma of	772
Nights Oil/Powder, Arabian	764, 899
Nightwatcher, Sword	1385
Nightwind, Sword	1386
Nilbog Arrow	92
Nine	
Lives Stealer, Sword	1386
Mystery Oil/Powder	774, 906
Steps Draining Sword	1386
Ninggulfim, Guardian	1226
Ninja Slaying, Weapon of	1524
Ninja, Staff of the	1287
Niord's Great Trident	842
Nithanalar's Harp	1326
Nithian	
Ankh	47
Monolith	759
Saddlebags	136
Standard	760
Nodozze	443
Noisesome Spirit Chasers	760
Noj's	
Bag of Misplacing	136
Bracers of Brandishing	222
Claw of Magic Exchange	294
Missile Attractor	1100
Necklace of Not-so-Smart Missiles	751
Nolte's Locks and Bolts	672
Nolzur's Marvelous Pigment	837
Nolzur's Spellbook	1211
Nomog-Geaya's Broad Sword	1386
Nomog-Geaya's Hand Axe	119
Nonsubstance Encyclopaedia	1205
Noora's Candle of Propitiousness	243
Noora's Ring of Djinn Summoning	984
Norse Climates, Gazette of the	1174
North	
Bane of the, Sword	1344
Boot of the	196
Flame of the, Sword	1368
Great Golden Mace of the	677
Norval's Timely Portrait	106
Norzhak, Runes of	1221
Noseum	37
Not-So-Funny Funhouse Mirror	730
Not-So-Smart Missiles,	
Noj's Necklace of	751
Notus, Bag of	139
Noxious Resistance, Potion of	880
Nuggin's Cursed Ring of Armoring	984
Nulathoe's Spellbook	1211
Nullification, Sleeping Bag	
of Armor	138, 1119
Num the Mad, Book of	1205
Number Numbing, Brooch of	227
Number Twenty Oil	
/Powder, Bottom	765, 900
Nunchaku	485
Nura D'Agor's Mirror of Life Trapping	732
Nursery, Blashphor's	173
Nut's Black Dagger	366
Nutrition, Potion of	880

Nyr Dyv, Hasty Barge of	179
Nyrrond, War Staff of	1299
Nystul's Spellbook	1178

O

O-Wata-Tsu-Mi's Jade Trident	842
Oak	
-in-Acorn Powder	906
Carven	259
Ring of	984
Oar Ether	761
Oar of Rowing	761
Obeah Oil/Powder	774, 906
Obedience	
Mamluk Sword of	1381
Oil of	775
Yoke of	1563
Obedient Hourglass	602
Oberon's	
Arrow of Slaying	93
Arrow of Subduing	92
Bow	209
Staff	1288
Sword	1386
Object Sword, Locate	1381
Objects, Wand of Misplaced	1487
Obliteration, Spear of	1131
Obliteration, Wand of	1488
Oblivion, Bead of	164
Obscuration, Dissimulation and	1165
Obscurement Elixir	443
Observation, Extreme Powers of	1166
Observations on Fluids, Occult	1211
Obsession	
Incense of	611, 612
Jewel of	523
Powder of	906
Shahpesh's Incense of	612
Obsidian	
Egg of Ghastar	433
Golems, Libram of	662
Golem, Talisman of the	1422
Horseshoe	600
Man of Urik	761
Mortar and Pestle, Lorloveim's	741
Shattering, Brooch of	228
Steed	478
Steed of Wondrous Power, Dori's	475
Occult	
Magnetism	1211
Observations on Fluids	1211
Visual Shock, Theory of	1251
Occupation, Hat of	572
Oceans, Staff of	1288
Ochalar's Eye, Wand of	1490
Octopus, Glove of the	544
Odin, Fist of, Sword	1368
Odin, Sword of	1386
Odin's	
Bow	209
Rune Wand	1490
Spear	1129
Sword	1386
Odor, Ring of Jasmine	972
Odors	
Bottle of Pleasant	200
Cheese of	284
Cheese of Vile	284
Odrovir	880
Oerthmagik	1207
Ogre	
Arrow of Polymorphing	93
Magi Slaying, Weapon of	1524
Power, Gauntlet of	507
Slaying, Weapon of	1524

Ogrishness, Kaftan of	1013
Ohm's Black Box	215
Oil	
Absinthe	763
of Acid Resistance	763
African Ju Ju	763
of Agelessness	763
Allspice	763
Anger	763
Animation	764
Anise	764
Aphrodisia	764
Arabian Nights	764
of Aries	764
of Armor	764
Attraction	764
Attractiveness	764
Bard's Aphrodisiac Inspiration	764
Bats' Blood	765
of Beauty	765
Bendover's	765
Bergamot's	765
of the Black Arts	765
Bottom #20	765
Bruno's Curse	765
Buddha	765
of Bug Repellence	765
Bull's	765
of Buoyancy	765
Caloric Shield	766
Carnation	766
Chocolate	766
Cintronella	766
Civit	766
Cleo May	766
of Cloaking	766
of Commanding	766
of Concentration	766
of Confusion	766
of Conquering Glory	766
Controlling	766
Crab Apple	767
of Crossing	767
Cumin Seed	767
Cypress Seed	767
of Damnation	767
Dendan	767
Desire Eme's	767
of Dexterity	767
of Disenchantment	767
Doas Isay's	767
Double Cross	768
of Dragon's Blood	768
of Dream	768
of the Dryad	768
of Elasticity	768
of Elemental Invulnerability	768
of Enchantment	768
of Eternal Fire	768
of Etherealness	768
Eucalyptus	769
of Eve	769
of the Evil Eye	769
Excisement	769
of Exodus	769
of the Feasts	769
of Feather Falling	769
of Fiery Burning	769
of Fire Stilling	769
Five Finger Grass	770
Frangi Pani	770
of Fumbling	770
Galangale's	770
Gardenia	770
Getaway's	770
Grape	770
of Great Devotion	770

Oil

of Hair Replacement	770
of High Conquering	770
of High John the Conqueror	771
Hindu Grass	771
Honeysuckle	771
of Horridness	771
Hypnotic	771
Hyssop	771
of Immobility	771
of Impact	771
Invisibility	771
of Invulnerability	771
Jamaica	771
Jannis's, of Nightmares	772
Jazzer's, of Permanent Ethrealness	772
Jezebel	772
of Jinx Removing	772
Jo's Liquid Road	772
Kludde	772
Lavender	772
of Life	772
of Lighting	772
of Lightning Bolts	772
Lily of the Valley	773
of Lorn	773
of Luminescence	773
Magnolia	773
of Manpower	773
Maybel's Insect Charm	773
of Mercury	773
of Metal Fatigue	773
Mojo	774
of Monster Repulsion	774
Moon	774
Musk	774
Narcissus	774
of Neutral Scent	774
of New Life	774
Nine Mystery	774
Obeah	774
of Obedience	775
Olibanum	775
of Permanent Disenchantment	775
of Petrification	775
of Phosphorescence	775
of Phosphorus	775
of the Pickpocket	775
of Power	776
of Preservation	776
Primrose	776
Reptilla's Curdled Death	776
of Reversibility	776
of Romance	776
Rosemary	776
Rue	776
of Rust Proofing	776
Sandalwood	776
of Scents	777
of Scribes	777
of Scrying	777
of Sharpness	777
of Slipperiness	777
Snake	777
Solomon's	777
Spikenard	777
Spirit	778
of Stillness	778
of Stone Passage	778
of Sulfur	778
of Time	778
of Timelessness	778
Trinity	778
of Unlocking	779
Verbena	779
of Vibration	779
Virgin Olive	779

of Vision	779
of Voodoo	779
of Will Power	779
Wintergreen	779
of Wishing	779
Witch's	779
Xyz	779
Ylang Ylang	779
Zodiac	779
Zula Zula	780
Ointment	
of Blessing	780
Courtesan's Cream	780
of Far Seeing	780
of Flying	780
of Healing	780
Keoghtom's	780
of Mage Smelling	781
Poison	781
of Recovery	781
of Scar Removal	781
of Scarring	781
of Second Sight	781
of Soothing	782
Tanning	782
Ojy-do, Throwing Stars of	1435
O-Kuni-Nushi's Staff	1288
Old	
Captain with Pipe, Statue of Power	1303
Salt Statues of Power	1303
Salty with Raincoat, Statue of Power	1304
Olfactory Illusion, Opal of	526
Olibanum Oil/Powder	775, 907
Olive Oil/Powder, Virgin	779, 910
Oliver's Sword	1372
Oljatt Sea, Trident of the	844
Ollamh Harp	1327
Olwyn Forestfriend's Spellbook, Sir	1244
Olynthos, Shield of	1100
Olynthos, Sword of	1386
Omelet of the Planes	782
One Plume, Cloak of the	306
Oneiromancy, Sublimated	1244
Oni Slaying, Weapon of	524
Onion, Minions of Set	782
Onion, Sweet	782
Onmwal, Rod of	1034
Onyx	
Ball	150
Dog	478
of Neverwinter	523
Panther Figurine	477
Ring of Negative Plane Protection	984
and Steel Mobile	737
Ooze, Bean of	165
Ooze Command, Ring of	985
Opacity, Window of	1559
Opal	
Cats Figurine	477
Eye, Black	453
Necklace, Frigga's Black	749
Necklace, Syranita's	752
of Neverwinter, Fire	523
of Olfactory Illusion	526
Open Doors, Charm of	282
Open Mind, Potion of	880
Opening	
Alexander's Chime of	816
Buckle of	231
Chime of	817
Hinge of	596
Irons of	619
Key of	629
Sebastian's Chime of	817
Opponent Weapon with Bonus vs.	1509

Opposite Alignment, Helmet of . . .	591
Opposite Alignment, Potion of . . .	880
Opposition	
Dust of . . .	421
Mirror of . . .	732
Ring of . . .	984
Oracle	
of Greyhawk . . .	782
of Nasmen . . .	1530
Sumar . . .	1530
Oratory Magnetism, Forgotten Arts of . .	1171
Orb	
of Alignment . . .	782
of the Black Swamp . . .	783
Crystal . . .	783
of Chaotic . . .	937
Diamond, of Tyche . . .	784
of Distant Viewing . . .	784
of Draconic Influence . . .	784
of the Dragon . . .	785
of Dragonkind . . .	785, 786-795
of Evil . . .	944
of Golden Death . . .	795
of Good . . .	941
of Holiness . . .	796
of Law . . .	797
of Lawful . . .	933, 934
of Neutral . . .	935, 937
of Neutrality . . .	943
of Radiance . . .	797
of Remote Action . . .	798
Rod of . . .	1034
of the Silver Dragon . . .	799
Orbus Ring . . .	985
Orc, and Goblins Control,	
Potion of Gnoll . . .	872
Orcish Amulet . . .	37
Orcslayer Sword, Harpo's . . .	1374
Orcas, Talisman of . . .	1425
Orcus's Wand . . .	1490
Order, Gavel of . . .	512
Order, Mirror of Simple . . .	734
Ordinary Necromancy . . .	1211
Ore, World-Shield . . .	1561
Organ, Heward's Mystical . . .	1550, 1552
Orgel's Wand of Earth Passage . . .	1491
Origins of the Hour Glass	
Symbology . . .	1211
Orizon, Galadaster's . . .	1172
Orizon, Jaluster's . . .	1182
Orjalun's Arbatel . . .	1211
Ornamental Stone Types . . .	515
Orrery of the Inner Planes . . .	800
Ortnit's Lance of Doom . . .	648
Orvas (Poison) . . .	1201
Osiris, Staff of . . .	1288
Osiris's Royal Flail . . .	488
Osmal's Staff of the Woodlands . . .	1288
Ostrich Standard, Nithian . . .	760
Osyloth . . .	1192
Otiluke's Spellbook . . .	1174, 1244
Otto's Spellbook . . .	1140
Out, Awl . . .	111
Outer Plane Artifacts,	
Trimia's Catalogue of . . .	1460
Oval Stone of Tzolo's Guardian . . .	1314, 1464
Oven of Heating . . .	800
Overwhelming Love,	
Aleeze's Philter of . . .	827
Owen's Sword . . .	1387
Owl, Serpentine . . .	478
Owlbear, Arrow of Polymorphing . . .	93
Owlbear Claw . . .	302
Owner, Jewel of Attacks Upon the . . .	522
Oyori of the Unknown Warrior . . .	78
Oyster Chest . . .	28

P

P'oh Slaying, Weapon of	1524
Pad	
Chemcheaux Teleport	1453
Orlow's Note	1073
Transporter	1454
Paddleboard, Magical	801
Paddleboard of Wondrous Transformation	801
Padriac's Portable Purveyor of Potions	802
Page, Gate	1136
Pages, Poison	1215
Pages, Tome of Glowing	1441
Pain	
Mace of	678
Pipes of	1555
Scythe of	1116
Suppression, Potion of	881
Violets of	1471
Paint	(See Pigment)
Painting, Glorindel's Living	104
Pajon Tree, Leaf of	652
Palace, Al-Azid's Ghostly	26
Paladins, Arrow of Slaying	99
Paladine's Holy Symbol	597
Palate, Utensil of the Cultured	1466
Palette of Identity, Bell's	836
Palm Sign Amulet	37
Pan	
of Cooking	802
of Spicing	802
Pipes	1555
Panic, Drum of	819
of Panic Pipes	1555
Panic, Spear of	1131
Panther Figurine, onyx	477
Panther Standard, Nithian	760
Panzuril's Quarterstaff	1288
Pao, Ivory Chain of	272
Paper	
Arrow of Polymorphing	93
of Forms	803
of Writing	803
Papyrus Scepter, Amulet of the	38
Paralelemental Command, Ring of	985
Parallel Worlds, Doors and Passages of	1165
Paralysis, Earring of	426
Paralysis, Spear of	1131
Paralyzation	
Arrow of	93
Dust	421
Protection, Banner of	156
Scroll of Protection from	1079
Wand of	1491
Paramel	1387
Paranoia	40
Paravision Emanations, Great	1178
Parchment	
of Looping	803
of Monster Holding	803
of Selective Reading	804
Self-Protecting	804
of Spell Stealing	804
Parfait Potions, Padriac's Portable Purveyor of	802
Parn, Iron Rod of	1028
Parrot, Crystal	348
Parrying, Rod of	1034
Parting, Cursed Pick of Earth	835
Parting, Pick of Earth	835
Partisan, Sword	1387
Parts, Rod of Seven	1038, 1039
Passage	
Cloak of	306

Device	405
Oil of Stone	778
Orgel's Wand of Earth	1491
Rod of	1035
Past, Mirror of the	732
Path, Scroll of the Stellar	1084
Pauldron of Valor	65
Pavlov's Bell	815
Pawn	284, 286
Pax's Medallion of Spell Exchange	713
Peace, Bisselite Wand of	1475
Peace, Shakuhaci (Flute) of	1542
Peaceful Contact, Headdress of	572
Peaceful Periapt of Pax	825
Peacemaker	1387
Peaks, Barrier, Horn of the	1543
Peanut, Eternal	447
Pearl	
Bead	164
Black	804
Dragon	804
of the Ebbing Tide	805
of Entrancement	805
of Flying	805
Giant Black	805
Gold	805
Kathena's, of Wisdom	805
of Power	805, 806, 1086, 1108
of Protection from Fire	807
Red	807
of the Rising Tide	807
Serpent Spirit	807
Ship of	1086, 1108
of the Sirines	807
Storm Rider's	807
Traveler's	807
of Ultimate Wisdom	808
of Wisdom	805, 808
Pearls, String of	1319
Peas Potions, Magic	878
Pedestal of Blyphian	808
Peeping, Window of	1559
Pegleg	
of Immurk the Invincible	808
of Walking	809
Pirate with, Statue of Power	1304
Pellet, Flash	809
Pen	
of Excellence	809
of Swift Writing	809
of Truth	810
Quill	924
Pendant, Equus	810
Pendant, Rahasia's	811
Pendulum, Lithocentric	670
Penetrating, Arrow of	93
Penetrating, Dart of	374
Penetration	
Arrow of	93
Hammer of	557
Pitchfork of	843
Pennant of Bravery	154
Penny	
Nail, Ten-	746
of Luck	324
Returning	325
Pentacles (Tarot, Suit of)	401
People, Ring of the Little	975
Pepper of Sneezing	248, 249
Pepper Talisman, Fire	1422
Perception	
Potion of	881
Theories on	1251
Variations on The Visual	1261
Perceptomancy, Multiple Applications of	1197
Percussion Instrument	811

Percussion Instruments, Dugal's	820
Peregrin's Treatise on Fixed Portals	1214
Peregrine's Sword	1387
Perfect Fit, Cloth of	313
Perfume	
Aroma of Dreams	823
Curdled Death	823
Elys	824
Essence of Darkness	824
Murdock's Insect Ward	825
Starella's Aphrodisiac	825
Periapt	
of Foul Rotting	825
of Health	825
of Pax, Peaceful	825
of Proof Against	826
of Prophecy Protection	827
of Protection from Ixitxachitl and Lacedons	827
of Wound Closure	827
Permanent Disenchantment, Oil of	775
Permanent Etherealness, Jazper's Oil of	772
Perpetual Youth, Amulet of	38
Perpetual Youth and Inexperience Amulet of	38
Persana's Trident	842
Perseverance, Arrow of	93
Persevering Anger, The, Whip	1533
Person, Sword of Charm	1349
Perspective, Tome of Humorous	1442
Persuasiveness, Philter of	829
Pest Protection, Charm of	282
Pest Protection, Scarab of	1058
Pestilence, Potion of	881
Pestle, Everproducing Rice Mortar and, Lorloveim's	741
Pestle, Obsidian Mortar and	741
Pet Rock	1021
Petra, Helmet of	591
Petra, Icon of	608
Petrification	
Eye of	458
Hiatea's Net of	756
Horseshoe of	600
Lens of	654
Necklace of	751
Oil of	775
Potion of	881
Protection, Banner of	156
Scroll of Protection from	1079
Shield of Proof Against	1100
Petrified Shield	1100
Petrified Weapon	1522
Phandal's Spellbook	1137
Phandoorl's Bracer	222
Phandoorl's Wand of Fire	1491
Phantasmal Apple	58
Phantom	
Bow	209
Form, Ring of	986
Sword	1387
Phantoms and Ghosts, Legendary of	1191
Pharaoh's	
Crook	827
Flail	488
Ruling Staff	1288
Phase Potion	881
Phaseship	1109
Phasing Crystal	343
Phelthong's Amulet	38
Philippian, Sword	1387
Philosopher's Egg	436
Philosopher's Stone	1314
Philter	
Aleese's, of Overwhelming Love	827
of Beauty	828
of Drunkenness	828

Philter			
Durimal's	828	of Puckering, Smoking	1125
of Glibness	828	Self-Lighting, Smoking	1126
of Loaf	848	of Smoke Rings, Smoking	1126
of Love	828	of Smoking, Smoking	1126
of Persuasiveness	829	Smoking	1122
Quirks	829	of Snake Summoning, Smoking	1126
of Stammering and Stuttering	830		
Phlogiston, Trident of the	846	Pipes	
Phoenix		of Animal Attraction	1554
Egg of the	436, 437	Copper	1554
Ring of the	986	Damh's	1554
Standard, Nithian	760	Gas	1554
Phosphorescence, Oil of	775	Haunting	1554
Phosphorus, Components		of Pain	1555
and Reactions of	1157	Pan	1555
Phosphorus, Oil of	775	of Panic	1555
Photosynthesis Elixir	443	Sewer	1555
Phrandjas's Spellbook	1215	of Sounding	1555
Phylactery		Speaking	1556
of Bravery	830	Water	1556
of Faithfulness	830	Piquantness, Dust of	415
Harostem's, of Faithfulness	830	Pirate Mate with Rapier, Statue	
of Long Years	831	of Power	1304
of Monstrous Attention	831	Pirate with Pegleg	1304
of Righteousness	831	Pistol Alternate World Gate, Laser	501
Physical Aspects of Spellbooks	1133	Pit Fiend	1192
Physical Enhancement Elixir	443	Pitcher of Blending	838
Pick		Pitcher of Continuous Water	838
of Earth Parting	835	Pitchfork of Penetration	843
of Proficiency	1332	Piton, Primal's	914
of Propitiousness	1332	Pits, Cherry, Enchanted	1089
of Strumming	1332	Pits, Potion to Detect Stonework	
Pickaxe of Piercing	119	Traps/	895
Pickaxe, Withering	122	Pixie Cloak	302
Pickpocket, Oil of the	775	Plague Scepter	1064
Pictish Bag of Fiends	136	Plak's Sword	1387
Pile of Four-and-Twenty Blackbirds	835	Plan, Master	694
Pie of Raspberries	835	Planar	
Pie, Rhubarb	835	Artifacts, Trimia's Catalogue	
Piercer, Sword	1387	of Outer	1460
Piercing		Beings, Arrow of Slaying	97
Arrow of	93, 95	Fork	491
Battering Ram	162	Monsters, Dart of Slaying	375
Dagger, Armor	356	Monsters, Weapon with Bonus vs.	1509
Javelin of	624	Travel, Chalice of	276
Lance of	649	Planars, Shell of Protection vs.	439
Spelljamming Ram	1268	Plane	
Pigment		Protection, Onyx Ring of Negative	983
of Blackmoor	836	Representations of the Sentient	1220
Longevity	106, 837	Shifter Bridle	224
Nolzur's Marvelous	837	Planes	
Yellow Kohl	837	Amulet of the	38
Pileus	251	of Antimatter	1215
Pilfering, Manual of Stealthy	688	Book of the	189
Pill, Desalination Tablet	837	Codex of the Infinite	659
Pill of Hangover Relief	837	Libram of the	664
Pill of Plentiful Water	837	Omelet of the	782
Pillion	1049	Orrey of the Inner	800
Pillow of Regeneration	838	Sword of the	1387
Pin of Communication	228	Planetary Locator	671
Pin of the Icy Sea, Iron	619	Planisphere, Celestial	270
Pinching, Boot of	196	Plank	838
Pink Egg	438	Plant	
Pinwheel, Tvashti's	1464	Control, Potion of	882
Pipe		Control, Ring of	985
Aromatic Smoking	1122	Control, Staff of	1275
Bubble Smoking	1123	Growth, Lamp of	645
Charged Smoking	1123	Growth, Potion of	882
Elminster's Smoking	1123	Protection, Pot of	851
Eversmoking Smoking	1123	Plants, Potion of Speak with	893
Halfling Smoking	1125	Plants, Scroll of Protection from	1079
of Heated Wind	838	Plate	
Lasting Smoking	1125	Armor, Heimdall's White	77
Old Captain with	1303	Book	839
Organ	1555	of Counterfeiting	839
Permanent Smoking	1123	Dinner	839
		Leomund's	839
		Mail of Etherealness, Tulen's	82
		Mail of the Seas, Keolish	77
		of Solamnius	79
		Platinum Coin	324
		Platter of Purity	839
		Playing Flute	1542
		Pleasant Odors, Bottle of	200
		Plentiful Potions, Beaker of	165
		Plentiful Water, Pill of	837
		Plenty	
		Bag of	136
		Calabash of	211
		Cauldron of	269
		Cloak of	307
		Feedbag of	134
		Horn of	1546
		Mug of	742
		Net of	757
		Potion, Horn of	872
		Table of	1417
		Plumalitter	466, 839
		Plumastone	839
		Plume, Cloak of the one	306
		Plume of Maat, Ivory	227
		Plumpness	848
		Pocket Tool, Alternate World Gate	501
		Pocket, Wand of Prime Material	1491
		Pockets, Cloak of Air	296
		Pointing, Nail of	745
		Poison	
		Balloon	151
		Belpren	1200
		Candle	246
		Chalice of	276
		Dwarfbane	1201
		Gas, Shield of Proof Against	1101
		Glass Bead of	164
		Huld	1201
		Jeteye	1201
		Lhurdas	1201
		Negation, Potion of	882
		Ointment	781
		Orvas	1201
		Pages	1215
		Periap of Proof Against	826
		Potion	873, 882
		Potion of Immunity to	873
		Prespra	1201
		Protection, Banner of	156
		Scabbard of	1055
		Scroll of Protection from	1080
		Sheath, Zadore's	1092
		Ulcrun	1202
		Varrakas	1202
		Poisoning, Elixir of Healing	442
		Poisonousness, Cloak of	307
		Poisons of the Nathlum	1200
		Poisonsword	1388
		Poker	
		Draw	840
		of Fire Control	840
		of Searing	840
		of Summoning	840
		Pole, Fishing	482
		Polearm	
		Lacedonbane	842
		Reptilebane	843
		Rutterkin	843
		Water Elemental Slayer	847
		Wave	847
		Polishing, Cloth of	313
		Polishing, Gauntlet of	507
		Poltergeist, Coffin of, Creation	317
		Polychromatic Tent	1431
		Polymorph Self, Potion of	854, 882
		Polymorphed Gear	22

Polymorphing

Arrow of	93
Mirynda's Wand of	1487
Shield of Proof Against	1101
Wand of	1491
Pomary, Goblin Shield of the	1096
Pomary, Ring of the	987

Pool

Dimensional	847
Golden	847
Portal, Mellenea's	847
Spelljamming Helm	579
of Tears	847
Porpherio's Garden	848
Porpherio's Sword	1388
Poor Tent	1431
Porcelain Crystal Warrior	348
Porcupine Quill	927
Porcupine Talisman	1420
Pork, Neverending Barrel of Salt	160
Porpherio's Garden	848

Portable

Bridge	850
Canoe	180
Canoe & Tackle Box, Goerl's	179, 214
Hole	851
Mast	709
Purveyor of Potions, Padriac's	802
Shadow	851
Spring	851
Portage, Canoe of	178
Portal, Locator	671
Portal, Mellenea's Pool	847

Portals

Mirror of	732
Peregrin's Treatise on Fixed	1214
Scroll of	1076
Silver Key of	631
Portmanteau of Frugality, Tenser's	261
Portrait, Igraine's	105
Portrait, Norval's Timely	106
Portraiture by Magic	106
Portraiture, Wand of	1491
Poseidon's Trident	843

Possession

Armor of	79
Runes of	1222
Scroll of Protection from	1080
Pot, Cegilune's Iron	269
Pot of Plant Protection	851
Potent Draft, Durimal's	828

Potion

of Absorption	853
of Advanced Meditation	854
of Ageing	854
of Agility	854
of Alternate Profession	854
Amalgamous	854
of Ambrosia	854
of Animal Control	855
Antidote	855
of Antimagick	855
Anti-Sleep	855
of Arcane Comprehension	856
of Archmagedom	856
of Avian/Mammal Control	855
of Black Sight	856
of Blending	856
of Blindness	856
of Bouncing	856
of Bubbles	856
Cauldron	269
of Chameleon Power	857
of Childishness	857
of Clairaudience	857
of Clairvoyance	857
of Clarity	857

Clay	857
Clean and Dry	857
Clearwater	857
of Climbing	857
of Cold Resistance	858
of Confusion	858
of Contact Disruption	858
of Controllable Scent Neutralization	888
of Controlling Damage	858
of the Corrosive Touch	858
of Craftsmanship	859
of Creation	859
of Cure Disease	859
of Curing Lycanthropy	859
of Danger Detection	859
Dark Draft of the Voodoo Masters	859
of Deafness	859
of Defense	860
of Deftness	860
of Delusion	860
of Detect Unsafe Constructions	895
of Detect New Tunnels/Passages	895
of Detect Shifting Walls/Rooms	895
of Detect Stonework Traps/Pits	895
of Detect Grade or Slope	895
of Determine Direction of Travel	895
of Determine Depth Underground	895
of Digestion	860
of Digging	860
of Diminution	860
of Direction	860
of the Dracolich	861
of Dragon Breath	862
of Dragon Control	864
of Dragon Sight	865
Dragon's Blood	865
of Dreaming	865
of Dreamspeech	865
of Drunkenness	865
Duration	853
of Dwarf Control	872
of Elasticity	865, 866
of Elemental Control	866
of Elemental Form	866
of Elf Control	872
of Enlightenment	866
of ESP	867
of Ethereality	867
of Explosions	867
of Extra-Healing	868
of Fire Breath	868
of Fire Resistance	868
of Fire Vulnerability	868
of Fish Control	855
of Fluidness	868
of Flying	868
of Forewarning	869
of Forgetfulness	869
of Fortitude	869
Foul Water	869
of Freedom	869
of Fresh Air	869
of Fright	869
of Frost Resistance	869
of Fur Growth	870
of Gajin Control	872
of Gaseous Form	855, 870
of Genius	870
of Ghost Control	895
of Ghost Control	895
of Ghostliness	870
of Ghoul Control	895
of Giant Control	870
of Giant Strength	871
Glitz & Klax's	871
of Gluttony	871
of Groll Control	872

of Gnome Control	872
of Goblin Control	872
of Golden Silence	871
of Good Humor	871
Gray Slumber	871
of Greensprouting	871
of Growth	871
of Half-Elf Control	872
of Half-Orc Control	872
of Halfling Control	872
of Healing	872
of Hengeyokai Control	872
of Heroism	872
Horn of Plenty	872
of Housecat Control	872
of Human Control	872
Hummingbird Nectar	873
of Immunity	873
of Immunization from Lycanthropes	873
of Infravision	873
of Inner Strength	873
of Insulation	873
of Intensity	873
of Invisibility	855, 873
of Invulnerability	873, 898
of Iron Handedness	874
Istar's Truth	874
Kanzaz	874
of Korobokuru Control	872
Kur's Drink	874
of Language Learning	874
of Lethargy	874
of Levitation	874
of Lichdom	874
of Life Stealing	876
of Life Suspension	876
of Lightning Form	876
of Longevity	855, 877
Love	877
of Luck	877
of Lycanthropy	877
Mage Wine	877
of Magic Blocking	877
of Magic Enhancement	877
Magic Peas	878
of Magic Resistance	878
of Magic Shielding	878
of Magnetism	878
of Magnification	878
of Mammal Control	855
of Mammal/Avian Control	855
of Master Thievery	878
of Merging	879
of Metal Immunity	879
of the Midas Touch	879
of Mind Dampening	879
of Mind Focusing	879
of Mind Restoration	879
Mirage	879
of Mirrored Eyes	879
of Missile Protection	880
of Monster Creation	880
of Neutralization	880
of Normal Scent Neutralization	888
of Noxious Resistance	880
of Nutrition	880
Odovir	880
of Open Mind	880
of Opposite Alignment	880
of Orc Control	872
of Pain Suppression	881
of Perception	881
of Pestilence	881
of Petrification	881
Phase	881
of Plant Control	882
of Plant Growth	882

Potion

Poison	873
of Poison Negation	882
of Polymorph Self	854, 882
of Power	882
Pox	882
of Protection from Immiscibility	883
of the Pseudo Treant	883
of Psionic Ability	883
Psionics Boosting	883
of the Psychotic Killer	884
of Pursuit	884
Quirks	885
of Rage	886
of Rainbow Hues	886
of Recall	886
of Reflection	886
of Regeneration	887
of Rejuvenation	887
of Reptile/Amphibian/Fish Control	855
of Rest	887
of Restoration	887
of Resuscitation	887
of Reverse Ventriloquism	887
of Rogue Wisdom	887
of Rogue Power	882
of Safe Consumption	887
of Scent Neutralization	888
of Scrying	888
of Seeing	888
of Sensory Enhancement	888
of Shadow	888
of Shadow Control	895
of Sharp Eyes	888
of Sight	888
Singing	888
Skeletal	888
of Skeleton Control	895
of Sleep Bestowing	889
of Sleep Breathing	889
Sleeping	889
of Sleepy Breath	889
of Snake Crawling	889
of Sobriety	889
of Soul-Chilling	890
of Speak with Animals	893
of Speak with Dead	893
of Speak with Monsters	893
of Speak with Plants	893
of Spectre Control	895
of Speech	890
of Speed	890
of Speedcasting, Wallace's	896
of Spelljamming	890
of Spirit Binding	890
of Spirit Folk Control	872
of Spirit Flight	890
of Stone Form	891
of Strength	891
of Superhealing	891
of Superheroism	891
of Superior Animal Control	891
of Superior Healing	891
of Sustenance	892
Sweet Water	892
of Swimming	892
Teleportation	892
of Tengu Control	872
of Thievery	892
of Thinness	892
Toad Skin	892
of Tongues	893
of Toughening	893
of Tragic Heroism	893
of Treasure Finding	893
of Truth	893
Truth Drug	895

of Ugliness	895
of the Undead	895
of Undead Control	895
of Underground Awareness	895
of Useful Appendages	895
of Vampire Control	895
of Vampirism	895
of Venom	896
of Ventriloquism	896
of Visions	896
of Vitality	896
of Warrior Power	882
of Water Adventuring	897
of Water Breathing	897
of Water Movement	897
of Wight Control	895
of Wizard Power	882
of Wizardry	897
of Worm Calling	897
of Wraith Control	895
of Zombie Control	895
Zak's of Invulnerability	898
Zombie Blood	898
Zombie Broth	898

Potions

Beaker of Plentiful	165
Combining	852
Identifying	852
Padriac's Portable Purveyor of	802

Pouch

of Accessibility	136, 137
Devouring	133
of Holding	137
Kangaroo	136
Protection	136
of Security	136
Wind	139
of Wonders, Zadrón's	141
Zaggy's Spell Component	147
Pouches, Girdle of Mary	535
Pouring, Waterskin of	1505
Poverty, Barrel of	160

Powder

Absinthe	899
African Ju Ju	899
Allspice	899
Anger	899
Anise	899
Aphrodisia	899
Arabian Nights	899
Attraction	899
Bats' Blood	899
Bendover's	899
Bergamot's	899
Black Arts	899
of the Black Veil	900, 902
Bottom #20	900
Bruno's Curse	900
Buddha	900
Bull's	900
Carnation	900
Chocolate	900
Citronella	900
Civet	900
Cleo May	900
of Coagulation	900
of Comeliness	901
Commanding	901
Concentration	901
Confusion	901
Conquering Glory	901
Controlling	901
Crab Apple	901
Crossing	901
Cumin Seed	902
Cypress Seed	902
Damnation	902

Desiré Eme's	902
Doas Isay's	902
Double Cross	902
Dragon's Blood	902
Dream	902
Dyspchez's, of the Black Veil	902
of Edible Objects, Puchezma's	907
Elixir	902
Enchantment	902
Eucalyptus	903
Eve	903
Evil Eye	903
Excitement	903
Exodus	903
Five Finger Grass	903
Frangi Pani	903
Galangale's	903
Gardenia	903
Getaway's	903
of Good Taste	903
Grape	903
of the Hero's Heart	903, 907
High Conquering	904
High John the Conqueror's	904
Hindu Grass	904
Honeysuckle	904
Hypnotic	904
Hyssop	904
of Images	904
Jamaica	905
Jezebel	905
Jinx Removing	905
Kludde	905
Lavender	905
Life	905
Lily of the Valley	905
of Magic Detection	905
Magnolia	905
Manpower	905
Mercury	905
Mojo	906
Moon	906
Musk	906
Narcissus	906
New Life	906
Nine Mystery	906
Oak-in-Acorn	906
Obeah	906
of Obsession	906
Olibanum	907
Power	907
Primrose	907
Purification	907
Puchezma's of Edible Objects	907
Purwuvok's of the Hero Heart	907
Quirk	907
Reversibility	909
Rosemary	909
Rue	909
Sandalwood	909
Smoke	909
Snake	910
Solomon's	910
Spikenard	910
Spirit	910
Time	910
Trinity	910
Verbena	910
Vibration	910
Virgin Olive	910
Vision	911
Voodoo	911
Will	911
Wintergreen	911
Wishing	911
Witch's	911
Xyz	911

Powder			
Ylang Ylang	911		
Zodiac	911		
Zula Zula	911		
Power			
Amulet of	39		
Ankh of	48		
Aric's Staff of	1273		
Balance Scale of	148		
Ball of	150		
Cursed Pearl of	805		
Deck of Wondrous	404		
Dori's Obsidian Steed of Wondrous	475		
Figurehead of Wondrous	472		
Figurine of Wondrous	478		
Gauntlet of Ogre	507		
Greater Vestments of	1470		
Lanolin's Ring of	973		
Lesser Vestments of	1470		
Oil of	776		
Oil/Powder of Will	779, 911		
Old Salt Statues of	1303		
Pearl of	805, 806, 1086, 1108		
Potion of	882		
Potion of Chameleon	857		
Powder	907		
Ring of Chameleon	952		
Scale of	148		
Scepter of	1064		
Staff of	1273, 1289		
Staff of Elemental	1278		
Thor's Magical Gloves of	545		
Throne of	1435		
Vestments of	1470		
Winch of	1535		
Powerlessness, Candle of	243		
Powerlessness, Robe of	1014		
Powers			
Beyond Life, Manual of	1196		
of Observation, Extreme	1166		
of the Spiritual Will	1215		
Pox Potion	882		
Practical Yoke	1564		
Prayer, Bead of	165		
Prayer Beads, Necklace of	751		
Presence, Armor of	79		
Preservation			
Bottle of	200		
Box of	216		
Oil of	776		
Preserved Words, Glass of	537		
Preserving, Can of	237		
Preserving, Jar of	622		
Prespra (Poison)	1201		
Pride, Circlet of	291		
Priest			
Book	(See Book)		
Kings, Staff of the	1289		
Power, Potion of	882		
Scroll	1067		
Priestess Card, High	383		
Priestly Might, Girdle of	535		
Priestly Warding, Girdle of	535		
Priests, Arrow of Slaying	99		
Prime Material Pocket, Wand of	1491		
Primrose Oil/Powder	776, 907		
Prism			
of Detection	519		
of Distraction	912		
of Gryhawk	912		
of Kushk	912		
of Light Splitting	913		
Prismal's Enchanted Gear	913-915		
Prismal's Holy Symbols	597		
Prison			
Castellan's Magical	915		
Genie	917		
of Zagig	917		
of Zagyg	918		
Privacy, Banner of	156		
Profession, Potion of Alternate	854		
Proficiency			
Gauntlet of	507		
Pick of	1332		
Weapon of	1522		
Profit, Net of	757		
Projection			
Locke's Medallion of Thought	713		
Medallion of	713		
Medallion of Thought	715		
Ring of	987		
Promise, Fate's	1367		
Promise, The	432		
Proofing, Oil of Rust	776		
Prophecy Protection, Periapt of	827		
Propitiousness, Noora's Candle of	243		
Propitiousness, Pick of	1332		
Prosthesis	918		
Protecting Parchment, Self-	804		
Protection			
Aba of	1009		
from Acid, Scroll of	1076		
Against Charm, Necklace of	752		
from Air, Scroll of	1077		
from Alignment Change Amulet	39		
from All Traps, Scroll of	1080		
Amulet of Psychic	42		
Amulet of Life	36		
Amulet of	39		
from Baatezu, Scroll of	1077		
Banner of	156		
Barding of Missile	159		
Bell of	816		
Belt of Goblinoid	168		
Blanket of	173		
Buckle of	231		
Caftan of	1010		
Candle of	243, 244		
Caparison of	253		
Cape of	255		
Charm, Pest	282		
from Charming, Ring of	987		
Cloak of	307, 311		
Collar of	326		
from Crystal Balls/ESP, Amulet	39		
from Disease, Charm of	282		
Dress of	414		
Earring of	426		
Enhancement, Familiar	153		
Fare's Coat of	314		
Figurehead of	471		
from Fire, Scroll of	1078		
from Fire, Charm of	283		
from Fire, Pearl of	807		
Forge of Metal	491		
from Gas, Scroll of	1078		
Gem of	527		
Gem of Magic Missile	525		
from Genies, Scroll of	1078		
from Good, Amulet of	40		
Hammock of	560		
from Heat, Scroll of	1078		
Helmet of Sensory	592		
from Illusions, Scroll of	1078		
from Immiscibility, Potion of	883		
from Ixtachitl and Lacedons,			
Periapt of	827		
from Lycanthropes, Scroll of	1079		
from Magical Traps, Scroll of	1080		
Mark's Scarab of	1058		
Mask of	704		
Necklace of	751		
Onyx Ring of Negative Plane	984		
Periapt of Prophecy	827		
Pot of Plant	851		
Potion of Missile	880		
Pouch	136		
Ring of	988		
Robe of	1014		
Scarab of	1058		
Scroll Effects	1068		
from Sharks, Shell of	42		
Shell of	439		
Shield of Dragon	1094		
from Sleep, Amulet of	40		
from Spirits, Charm of	283		
Standard Shell of	439		
from Stone Guardians, Ring of	988		
from The Elements, Ring of	988		
from Theft, Charm of	283		
from Turning, Amulet of	41		
from Undead, Ring of	988		
from Undead, Scroll of	1081		
Vest of Missile	1467		
vs., Shell of	439		
from Water, Scroll of	1081		
Zither of Zombie	1334		
Protections, Spellbook of Cabalistic	1155		
Protector, Thurbrand's	1105		
Prowess, Mirror of Mental	730		
Pseudo Treant, Potion of the	883		
Psionic			
Ability, Potion of	883		
Dampener	22		
Enhancement, Circlet of	292		
Interaction, Tome of	1444		
Interference, Amulet of	42		
Reflection, Amulet of	42		
Psionics Boosting Potion	883		
Psychic Protection, Amulet of	42		
Psychometron of Nerad	918		
Psychotic Killer, Potion of the	884		
Ptah, Death Mask of	698		
Ptah, Thet of	43		
Puchan's Golden Lance	649		
Puchezma's Powder of Edible Objects	907		
Puckering, Smoking Pipe of	1125		
Puissance of Memory, Arcane	1140		
Puissant Skill at Arms, Manual of	688		
Pulverizing, Slingstone of	1120		
Pump Spelljamming Helm	579		
Punching, Awl of Hole	111		
Puppies, Flute of	1542		
Puppy Putty	919		
Pure Good, Talisman of	1425		
Purification			
Canteen of	249		
Globe of	539		
Powder	907		
Urn of Water	1466		
Purity, Platter of	839		
Purple-Leaf Weapon	1522		
Purpose, Special, Sword	1402		
Purpose Whip	1534		
Purse, Bucknard's Everfull	133		
Purse, Silent	137		
Pursuit, Arrow of	94		
Pursuit, Potion of	884		
Purta Blue's Sword	1388		
Purveyor of Potions, Padriac's Portable	802		
Purwuvok's Powder of the Hero's Heart	907		
Putrification, Samzinna's Globe of	539		
Putty, Puppy	919		
Pyramid Energy	919		
Pyromancy, Subconscious			
Repercussions of	1244		
Pyrophilus, Quill of	927		
Pyros's Ring of Spell Storing	988		
Pyrotechnic Candle	244		
Python, Staff of the	1293		

Q

Qanun	
of Charming	1332
of Discord	1332
of Quiet	1332
of the Spirits	1332
Quaal's Feather Token	180, 466, 469
Quaal's Spellbook	1244
Quality (AQ) Lens, Red Air	1067
Quarrel of Biting	95
Quarry, Marble of	696
Quarter Deck	381
Quartermaster's Chest	288
Quartermaster	
Geb's	1281
Kuan Yin's	1283
Magical	1284
Meriadar's	1285
Panzuril's	1288
Quasielemental Command, Ring of	989
Queen Card	285, 286
Queen Ehlissa's Marvelous Nightingale	923
Queen's Eye	458
Quenching, Smoke of Fire	1121
Quentin's Idol	611
Questing Harp	1327
Questioning, Scroll of	1081
Quick Action, Ring of	990
Quickness	
Dagger of	366
of Action, Tome of	1444
Ring of	990
Sword of	1388
Quiet, Qanum of	1332
Quill	
of Copying	924
of Erasing	924
of Forgery	924
Kuroth's	925
of Law	926, 928
of Longwriting	927
of Necromancy	927
Porcupine	927
of Pyrophilius	927
of Scribbling	927
of Scroll Creation	927
of Swift Writing	928
of Transcription	928
of Truth	928
Windscribe	928
Wondrous Writing Set	928
Quinarost, Key of	629
Quirks	
Armor	79
Elixir	443
Item	22
Philter	829
Powder	907
Potions	885
Rings	990
Rods	1035
Scrolls	1081
Shields	1101
Staves	1289
Weapon	1522
Quiver	
of Arrow Storing	929
Black	929
of Ehlonna	929
Grief's Magical	929
Never Empty	929
of Returning	929
of Wrong Returning	929

R

Ra, Chariot of	280
Ra's Ankh	48
Rababah of the Dao	1333
Rabbit Figuring, Moonstone	476
Rabbit's Foot	283, 930
Rabbitslayer	367
Racial Enhancements	24
Racial Weapon	1523
Rack, Violin	1334
Radiance Command, Ring of	989
Radiance, Orb of	797
Radiant Golem Libram	662
Radiant Spelljamming Helm	579
Rag of Drying	931
Rage	
Armor of	81
Potion of	886
Sword of	1405
Rah, Girdle of De	532
Rahasia, Talisman of	1425
Rahasia's Pendant	811
Rahni, Scroll of Ha	1074
Raiden's Mace	678
Rainbow	
Armor	81
Bridge Elixir	445
Hues, Potion of	886
Scarf of Sinbad	931, 1059
Warrior	1116
Raincoat, Old Salty with	1304
Raindrop Charm of Resource	283
Raistlin's Cursed Money	324
Raistlin's Spellbook	1215
Raji's Armor of the Desert Evening	81
Raji's Shield of the Holy	1102
Rakasta Tea	931
Rake	
of Climbing	932
of Iron	932
of Retrieval	932
Ship	932
of Smoothing	932
of Tracking	932
Rakers, Wings of the	311
Raket, Staff of	1291
Raking, Claws of	542
Rakshasa Cloak	302
Rakshasa Flask	489
Ram	
Battering	162
Bigby's Demanding Battering	162
Ring of the	991
Spelljamming	1268
Ramming, Bench of	171
Ramming, Log of	673
Random Target Dagger	367
Randomness, Ring of	992
Range	
Arrow of Extended	89
Extension, Ring of	991
Scroll Spell Level	1070
Rangers, Arrow of Slaying	99
Ranike Rod	1036
Ranike Staff	1291
Rapid Regeneration, Ring of	992
Rapier, Pirate Mate with	
Statue of Power	1304
Rapture, Mist of	736
Rapture Weed	1527
Rare Cryptographs, Idioms &	1181
Rary's Spellbook	1140
Raspberries, Pie of	835
Rastinon, Rod of	1036
Rat Blade	1349

Rat Whistle	1558
Rathanos	47
Rathdaen, Spellbook of	1215
Rations, Epox's Iron	446
Ratri's Sword	1388
Rattle	
of Death	822
of Exorcism	822
of Shaking and Rolling	823
of Summoning	823
of Youth	823
Raven, Icon of the	609
Ravenkind, Holy Symbol of	598
Ravenloft	
Golem Book	189
Golems, Libram of	665
Rose of	1045
Ravenmaster's Spellbook	
Aubaerus the	1251
Ravenous, Tree of the	1458
Ray, Cloak of the Manta	304
Razor	
Baltron's	932
Black, Sword	1346
Claws of Chakvik	507
of Close Shaving	933
of Truth	933
Reaching, Amulet of Far	31
Reactions of Phosphorus	
Components and	1157
Read Magic Recipe	1241
Readiness, Ring of	992
Reading	
Gem of Scroll	527
Helmet of	592
Lens of Speed	655
Magic, Helm of Comprehending	
Languages and	586
Mirror	733
Parchment of Selective	804
Reason, Egg of	438
Rebutler, Sword	1341, 1367-68
Recall	
Amulet of	42
Mirror of	733
Potion of	886
Recipe	
Burning Hands	1241
Comprehend Languages	1241
Detect Magic	1242
Erase	1242
Identify	1243
Message	1243
Read Magic	1241
Shield	1243
Shocking Grasp	1243
Write	1242
Recognition, Chaplet of Creature	277
Reconnaissance, Kite of	633
Recorder of Recording	1556
Recorder, Ye'Cind's	1556
Recording	
Libram of	668
Recorder	1556
Staff of	1291
Recovery, Ointment of	781
Recovery, Scroll of	1082
Red	
Air Quality (AQ) Lens	1067
Arrow	95
Axe, Agni's	111
Book of War	1218
Chain Mail, Ilneval's	77
Chariot of Agni	280
Cherry Pits, Enchanted	1089
Death, Sword	1388
Dragon Cloak	300

Red		
Dragon Scale Mail	81	
Dragon Slayer, Sword	1357	
Mirror	733	
Pearl	807	
Robin, Sword	1388	
Sabre	1388	
Turban	1463	
Redeemer	1388	
Reduction, Elixir of	445	
Reeking, Cape of	255	
References	5	
Refilling		
Arrow of	95	
Dart of	374	
Sling of	374	
Reflecting, Mirror of	733	
Reflection		
Amulet of Psionic	42	
Armor of	81	
Candle	244	
Cloak of	307	
Lens of	655	
Potion of	886	
Shield of	1102	
Reflections, Inexplicable	1181	
Reflector, Continual Light	329	
Refreshment, Bottle of	200	
Refreshment Simulacrum, Aardraken's	62	
Regalia of Might	933, 938	
Regeneration		
Cushion of	353	
Pillow of	838	
Potion of	887	
Ring of	992, 993	
Vampiric, Sword	1412	
Regenerators, Scourge of	1391	
Reglar's Gloves of Freedom	544	
Reglar's Gloves of Freedom		
from Magic	544	
Reincarnation, Malice's Rod of	1031	
Rejuvenation, Potion of	887	
Rel Astran Sword of Enmity	1388	
Relaxing, Chair of	274	
Relief, Pill of Hangover	837	
Reloading, Hasp of	569	
Remedies, Ring of	994	
Remote		
Action, Hand of	505	
Action, Orb of	798	
Candle Snuffer	247	
Viewing, Lens of	655	
Removal, Ointment of Scar	781	
Removal, Salve of Scar	1052	
Remove Curse Armor	82	
Remove Curse, Shield of	1103	
Removing, Oil/Powder of Jinx	772, 905	
Ren's Sword of Dancing	1388	
Rending, Fingernail of	481	
Renown, Banner of	157	
Repair, Needle of	754	
Repellence, Oil of Bug	765	
Repellency, Amulet of Insect	35	
Repercussions of Pyromancy		
Subconscious	1244	
Repertoire of Illustrious Conjurings	1220	
Repertoire of Subconscious		
Apparitions	1220	
Repetition		
Nidus' Wand of Endless	1488	
Robe of	1014	
Scroll of	1082	
Repetitive Burning, Log of	673	
Replacement, Oil of Hair	770	
Replier	1341	
Representations of the Sentient Plane	1220	
Reptar's Wall	1103	
Reptile		
/Amphibian Control, Potion of	855	
/Amphibian/Fish Control, Potion of	855	
Bane	843	
Incubulum	435	
Reptiles		
& Dinosaurs, Weapon Bonus vs.	1509	
Arrow of Slaying	99	
Weapon with Bonus vs.	1509	
Reptilian Legionnaire Sword	1389	
Reptilla's Curdled Death	776	
Reptilla's Staff of the Serpent	1291	
Repulsion Dust, Small Bird	422	
Repulsion, Oil of Monster	774	
Reputed Magical Properties of Gems	514	
Rerebrace of Valor	64	
Rescue, Fishing Pole of	483	
Resistance, General		
Amulet of Charm	29	
Amulet of Magic	36	
Apron of Fire	58	
to Breath Weapons, Ring of	994	
Cube of Frost	351	
Dwarves & Halflings, Arcane	1140	
Elixir, Sunlight	445	
Glass Bead of Fire	164	
Ngon Horn of Fire	599	
Oil of Acid	763	
Sash of Fire	1053	
Resistance, Potions		
of Cold	858	
of Fire	868	
of Frost	869	
of Magic	878	
of Noxious	880	
Resistance, Rings		
of Fire	963	
of Lighting	974	
of Magic	977	
Resonance of the Great Void, Echo &	1165	
Resource, Charm of	283	
Resource Dagger	367	
Respite, Sweet Tooth of	1451	
Response, Bead of	165	
Rest, Potion of	887	
Restful Sleep, Carving of	261	
Restlessness, Cot of	330	
Restoration		
Cabinet of Air	233	
Charm of Boot	281	
Harp of Spirit	1327	
Potion of	887	
Potion of Mind	879	
Restoring Freshness, Cauldron of	269	
Restraint, Band of Bird	152	
Restraint, Loyal Net of	757	
Restudying, Desk of	405	
Resurrection, Rod of	1037	
Resuscitation, Potion of	887	
Retaliation, Gem of	527	
Retaliator, Sword	1389	
Retention, Malto's Mirror of	729	
Retention, Mirror of	733	
Retina, Mental Impressions of the	1196	
Retorter, Sword	1341, 1367-1368	
Retrieval, Chair of	274	
Retrieval, Drawer of Easy	413	
Retrieval, Rake of	932	
Return, Scroll of	1083	
Returning		
Arrow of	95	
Bag of	137	
Gem of	527	
Grappling Iron of Luckless	550	
Penny	324	
Quiver of	929	
Quiver of Wrong	929	
Spear		
Throwing Dagger of	369	
Throwing Stars of	1435	
Weapon of	1523	
Reunion, Heel of		
Reunion, Key of	629	
Revealing Dust of	422	
Revealing, Wand of	1492	
Revenant Coffin of Creation	317	
Revenger Sword, Holy	1375	
Reversal, Mirror of	733	
Reverse Ventriloquism, Potion of	887	
Reversibility, Oil/Powder of	776, 909	
Reversion, Ring of	994, 995	
Revivification Elixir	445	
Reviving Bugle	1538	
Revolving Door	412	
Rheddrian, Mirror-Shield of	1100	
Rheddrian's Staff	1291	
Rhialle's Scroll	1083	
Rhingalade's Harp	1327	
Rhubarb Pie	835	
Rhun's Horned Cloak	308	
Rhyming, Ring of	994	
Rialissom's Spellbook	1220	
Rice Mortar and Pestle		
Everproducing	741	
Richard the Monk's		
Spellbook, Brother	1154	
Ricking Gong	822	
Rider of the Gearnat Sea, Storm	181	
Rider's Pearl, Storm	807	
Riding, Saddle of Secure	1049	
Riding Tack of Flight, Ginzani's	530	
Rift Spanner	945	
Riggby's Spellbook	1221	
Right Arm, Truth's	1373	
Right Eye, Mellifleur's	458	
Right Hand, Tomorast's	563	
Righteousness, Phylactery of	831	
Rilantaver's Staff	1291	
Ring		
of Affliction	947	
of Al-Kalim, Gold Seal	967	
Alarm Beacon Spelljamming Helm	574	
of Amasis	947	
of Animal Control	947	
of Animal Friendship	947, 998	
Animal Magnetism	948	
Annulment	948	
Anything	948	
of Apathy	948	
of Appearance	948	
of Aquatic Depth Location	948	
of Arachnid Control	949	
of Armoring, Nuggin's Cursed	983	
of Armoring	949	
of Ash Command	989	
of Avian Control	949	
Awareness	949	
Bard's	949	
of Beauty	949	
Beronar Truesilver's Silver	949	
of Berserk Strength	1006	
Bladeturning	949	
Blink	950	
Blinking	950	
of Boccob	950	
Bone	950	
Browdrow, of Utmost		
Weapon Harm	950	
Burbul	951	
of Bureaucratic Wizardry	952, 995	
of Cantrips	952	
Cat's Eye	952	
of Chameleon Power	952	
Cilidarius's of Wizardry	952	

Ring			
of Cirulon	952	of Impersonation	971
of Clairaudience	953	of Infravision	971
of Clear Thought	953	of Infravision Negation	971
of Cloaked Wizardry and		Intier's, of Shooting Stars	971
Invisibility	953	of Invisibility	952, 971
of Clumsiness	953	of Invisibility Negation	971
of the Comet	953	of Invulnerability	972
of Command	954	of Izmur	972
of Compulsions, Wizzo's	1007	of Jasmine Odor	972
of Continual Churning	954	Jhessail's Silver	972
of Contrariness	955	of Jolting	972
of Coolness	955	of Jumping	952, 972
Corkitron's of Human Influence	955	of Keys	972
of Courty Etiquette	955	of Kings	972
Crius's	955	Laduguer's	973
Cursed Animal Magnetism	948	of Languages	973
Cursed of the Great Kingdom	956	Lanolin's, of Power	973
of Curses	956	Lantern	974
Dalamar's of Healing	956	of Leadership, Admundfort	947
Dart	957	of Life	974
of Delusion	957	of Life Protection	974
of Depetrification	957	of Light	974
of Dexterity	964	of Lighting	974
of Disguise	957	of Lighting Resistance	974
of Distraction	957	of Limited Telepathy	974
of Distraction, Cursed	957	of Liquid Identification	975
of Dizziness	957	of the Little People	975
of Djinni Summoning	958, 967, 984	of Lolth	975
Draupnir	958	of Lore	976
Drow	958	Lucky, of the Wild Coast	976
of the Eagle	959	of Lycanthropy	977
of the Ear	959	Mage Shot	1112
of Eelix	959	of Magic Detection	977
of Elemental Adaptation	959	of Magic Resistance	977
of Elemental Command	960	of Magma Command	985
of Elemental Metamorphosis	961	of Mammal Control	978
of Emotion, Moodarvian	979	of Many Wishes	978
of Energy	962	of Margoyles	965
of ESP	962	of Marking	978
of Faerie	962	Master	1004
Famulus	962	of Materialization	978
of Fashion	963	of Memory	978
of Fearlessness	963	Message	978
of Feather Falling	953, 963, 1005	of Mind Shielding	979, 1003
of Fire Resistance	963	of Mineral Command	989
of Fire Starting	964	Moodarvian, of Emotion	979
of Fire, White Copper	1007	Mordmorgan's, of Warmth	981
of Flying	964	of Movement	981
of Fire, Flynn's	964	Mud	981
of Folly	964	of Multiple Wishes	981
of Fortitude	964	of Nature's Love	982
of Free Action	953, 964	of the Necromancer	982
of Freedom	965	of Neutralization	983
of Gargoyles	965	of the Nibelungen	983
of Gax	965	of Night	983
of Gaxx	966	Noora's, of Djinn Summoning	984
of Genie Summoning	967	Nuggin's Cursed, of Armoring	984
of Glyphs	967	of Oak	983
Gold Seal, of Al-Kalim	967	Onyx, of Negative Plane Protection	984
Golden, of Healing	967	of Ooze Command	985
Gordon's Magic	967	of Opposition	984
of the Grasshopper	967	Orbus	985
Halaster's Teleportation	968	of Paraelemental Command	985
of Harmlessness	968	of Phantom Form	986
of Health	969	of the Phoenix	986
of the Hierophant	969	of Plant Control	985
Hoinbee's, of Truth	969	of the Pomarj	987
of Holiness	969	of Projection	987
of the Holy Slayer	970	of Protection	988
Horned	970	of Protection from Charming	988
of Human Control	970	of Protection from The Elements	988
of Human Influence	954, 970	of Protection from Stone Guardians	988
of Human Influence	970	of Protection from Undead	988
of Ice	970	Oyros's, of Spell Storing	988
of Icebolts	971	of Quasielemental Command	989
of Immunity	971	of Quick Action	990
		of Quickness	990
		Quirks	990
		of Radiance Command	989
		of the Ram	991
		of Randomness	992
		of Range Extension	992
		of Rapid Regeneration	992
		of Readiness	992
		of Regeneration	993
		of Remedies	994
		of Resistance	994
		of Resistance to Breath Weapons	994
		of Reversion	994, 995
		of Rhyming	995
		Rocckoe's, of Bureaucratic	
		Wizardry	995
		of Safety	995
		of Salts Command	989
		Samander's	995
		Saurian	997
		of the Scaladar, Master	1004
		of Seeing	997
		Serten's Spell Immunity	997
		of Servitude	997
		of Shape Changing	997
		Sherry's, of Animal Friendship	998
		Shield	998
		of Shocking Grasp	998
		of Shooting Stars	971, 998
		of Sight	979
		of Silence	999
		of Smell	979
		of Smoke Command	985
		of Sound	979
		of Spell "Turning"	1001
		of Spell Turning	1000
		of Spell Eating	1000
		of Spell Holding	1000
		of Spell Storing	988, 1000
		of Spellbattle	999
		of Steam Command	989
		of Stone	1001
		of Stoneskin	1006
		of Strength	1002
		of Survival	1002
		of Sustenance	1002
		of Swimming	953, 1002
		Tasslehoff's Magic Mouse	1002
		of Taste	979
		of Telekinesis	1003
		of Teleportation	1003
		Thal's, of Mind Shielding	1003
		of Three Wishes	1003
		of Three Witches	1003
		of the Thieves' Cant	973
		of Thunder	1003
		Tika's	1004
		of Tongues	1004
		of Touch	978
		of Trobriand (Throbriand)	1004
		of Truth	969, 1004
		of Truthfulness	1004
		of Truthlessness	1005
		of Vacuum Command	989
		of the Valiant	1005
		of Vampiric Regeneration	993
		of Vapors	1004
		Varlo's, of Feather Falling	1005
		of the Vizier	1005
		of Warding	1006
		of Warmth	953, 981, 1006
		of Water Adaptation	1006
		of Water Walking	953, 1006
		of Weakness	1006
		White Copper, of Fire	1006
		of Windwarding	1006
		of Winter	1006
		of Wisdom	964

Ring			
of Wizardry	952, 1007		
Wizzo's, of Compulsion	1007		
of X-Ray Vision	1008		
Ringing, Bell of	816		
Rings of Mhzentul, Seven Lost	664		
Rings, Smoking Pipe of Smoke	1126		
Riqq of the Efrete	823		
Rising Tide, Pearl of the	807		
Road, Jo's Liquid	772		
Road, Liquid	670		
Roaring, Bellows of	167		
Robe			
Agitator	(See of <i>Blending</i>)		
of the Archmagi	1009		
of Blending	1010, 1013		
Diirinka's	1010		
of Drying	1010		
of Eyes	1010		
Ghastrobe	1011		
of Holding	1011		
of Immediate Access, H'Veyk's	1011		
of Magical Enhancement, Sulmish	1016		
of Powerlessness	1014		
of Protection	1014		
of Repetition	1014		
Rock	1015		
of Scintillating Color	1015		
of Serration	1016		
of Stars	1016		
of Stars, Mellifleur's	1013		
Stone	1016		
Tvashtri's Golden	1017		
of Useful Items	1017		
of Useless Items	1017		
of Vanishing	1018		
of Veluna	1018		
of Vermin	1018		
of Warmth	1018		
Wizard's	1018		
Yama's	1018		
Robin Goodfellow's Wand	1492		
Robin, Red	1388		
Rockcoe's Ring of			
Bureaucratic Wizardry	995		
Rock (See also: <i>Stone</i>)			
Death	1019		
of the Darad S'tin, Death	1020		
Kereenyaga	1020		
Pet	1021		
Piercing, Arrow of	95		
Robe	1015		
Statue, Talisman of the	1426		
Rockinghorse, Flying	490		
Rocksplitter	119		
Rod			
of Absorption	1021		
of the Aerdi Sea	1022		
of Alertness	1022		
Asmodeus's Ruby	1022		
of Beguiling	1023		
of Beguiling, Moto Moto	742		
Blackstick	1023		
of Blind Walking	1023		
of Building	1024		
of Cancellation	1024		
of Climbing	1024		
of Concealment, Moto Moto	742		
of Dancing, Multiple	488		
of Death	1024		
of Distortion	1023, 1025		
Diviner of Life	1026		
of Divining	1026		
of Dominion	1026		
of Electrification	1026		
of Elemental Fire	1026		
of Entrapment	1027		
of Equestrians	1027		
of Engineering, Excellent	1027		
of Expeditious Transport	1027		
Extendable Hand of Enjoyment	1028		
of Flailing	1028		
of Furyondy, Diplomacy	1025		
of Generalship	1028		
of Glyph Creation	1028		
of Health	1028		
of Indestructibility	1029		
of Inertia	1029		
of Justice	1030		
of Leadership	1030		
Lightning	1030		
of Lordly Might	1030		
of Many Things	1031		
of Melting	1033		
Monadic Deva	1033		
of the Monolith	1034		
Moto Moto	741		
of Onnwal	1034		
of Orbs	1034		
of Parn, Iron	1029		
of Parrying	1034		
of Passage	1035		
Protection, Banner of	156		
Quirks	1035		
Ranike	1036		
of Rastion	1036		
of Reincarnation, Malice's	1031		
of Resurrection	1037		
of Rulership	1037		
of Security	1037		
Segojan Earthcaller's	1037		
of Seven Parts	1038, 1039		
of Singing	1040		
of Smiting	1040		
of Splendor	1041		
of Strength, Moto Moto	742		
of Teeth	1041		
of Terror	1042		
Three-Piece	485		
of Thundering Compliance,			
Moto Moto	742		
of Transportation, Whisper's	1042		
of Victory	1042		
of Weaponry	1042		
of Welkwood	1042		
of the Wyrn	1043		
Rogue			
Bolder's Cloak of the	298		
Card	381		
Power, Potion of	882		
Wisdom, Potion of	887		
Rogue's Key	631		
Rohalan, Staff	1292		
Roland's Sword	1358		
Roller Hoopers, Hoop of the	599		
Roller Hoopers, Skates of the	1116		
Rolling			
Barrel of	160		
Log of	673		
Rattle of Shaking and	823		
Romance, Oil of	776		
Rook	284, 287		
Rooms, Tapestry of	1428		
Rooms, Weapon of Detect			
Shifting Walls and	1511		
Root, Tanglevine	1427		
Rooting Potion of Greensprouting	871		
Rope			
of Climbing	1043		
of Constriction	1043		
of Entanglement	1043, 1044		
Infinite	1044		
Sails' Boy with, Statue of Power	1304		
Roping, Arrow of	96		
Rose of Eternal Slumber	1045		
Rose of Ravenloft	1045		
Rosemary Oil/Powder	776, 909		
Rosy Vision, Button of	232		
Rot, Elixir of Healing	442		
Rotten Egg	438		
Rotting, Periap of Foul	825		
Rowing, Oar of	761		
Royal Flail, Osiris's	488		
Royal Heart	574		
Ruby			
Bow	205		
of Neverwinter	523		
Rod, Asmodeus's	1022		
Slippers	1121		
Sword	1342		
Turquoise and Emerald Mobile	737		
Warrior	348		
Rudder			
of Guidance	1046		
of Maneuverability	1046		
of Propulsion	1047		
of Speed	1047		
Rudra's Bow	209		
Rudra's Box of Cloning	216		
Rue Oil/Powder	776, 909		
Rug			
of Mothering	257		
of Smothering	257		
Throw	256		
of Welcome	257		
Ruin Card	381		
Rulership, Crown of	336		
Rulership, Rod of	1037		
Ruling Staff, Pharaoh's	1288		
Rune Wand, Odin's	1490		
Runehammer	558		
Runes			
Mhzentul's	664		
of Norzhak	1221		
of Possession	1222		
Runestick	1492		
Runjoye's Winged Boot	196		
Ruptures, Thesis on Conditional	1247		
Rust			
Balloon	151		
Blade	367		
Dust	422		
Proofing, Oil of	776		
Wand	1492		
Rutterkin			
Flatchet, Sword	1389		
Polearm	843		
Sling Blade	368		
Snap-Tong	1048		

S

S'tin, Death Rock of the Darad	1020
Sabirine's Specular	1222
Sabre, Red	1388
Sacred Bundle Talisman	1425
Sacred Grove, Horn of the	1546
Saddle	
of Comforts, Torloch's	1050
of Flying	1049
Key	631
of Secure Riding	1049
of the Spirit Horse	1049
of Stability	1050
of Taming	1050
Saddlebags, Nithian	136
Safe Consumption, Potion of	887
Safe, Extradimensional	449

Safety		of Mighty Cutting	1054	of the Sorcerer-King	1066
Bottle	200	of Snoring	1054	of Truth	1066
Net	757	-Toothed Glaive	844	Schakha	1390
Ring of	995	Saxon Viols	1334	Schizophrenia	40
Saga of the Great Conjurers, Epic	1165	Scabbard	1054	Schnai, Black Sail of	1051
Sagacity, Helmet of Subterranean	593	Scabbard of Holding	1054	School Cap, Cursed	251
Sahuagin Cloak	303	Scabbard of Poison	1055	School Cap	250
Sahuagin Dolphin	368	Scaladar, Throbian's (Trobian's)		Science of Metaenchantment	1227
Sail		Master Ring of the	1004	Scimitar	
Invisible	1051	Scalamagdrion	1225, 1226	Aziza's, of Dancing	1342
of Maneuverability	1051	Scale		Bamboo	1343
of Schnai, Black	1051	Balance, of Conversion	147	Flying, of Tusmit	1369
Sailing, Tub of	181, 1462	Balance, of Harmony	147	Siva's	1390
Sails' Boy with Rope	1304	Balance, of Judgment	147	of Speed	1390
Saintly Sanity, Tome of	1444	Cleaver, Sword	1389	Scintillating Colors, Jellaba of	1011
Sakatha's Spellbook	1230	Mail, Red Dragon	81	Scintillating Colors, Robe of	1015
Sakkrad, Shard of	343	Mail of Horus	82	Scope of Celestial Analysis	1067
Salamander Flask	489	of Power	148	Scope of Seeing	1067
Salt		Shield, Dragon	1095	Scorbane, Sword	1390
of the Earth	248, 249	of Weighing	1055	Score, Will	1520
Pork, Neverending Barrel of	160	Scalebane, Sword	1390	Scorpion	
Shaker, Eternal	1091	Scaled, Orb of the	794	Scorpion Crown	337
Statues of Power, Old	1303	Scalekind, Shell of Protection vs.	439	Scorpion Ward Statue	1304
Wand of	1493	Scales of Justice, Sword	1389	Scourge of Regenerators, Sword	1391
Salts Command, Ring of	989	Scaly Command, Bracelet of	219	Scowling, Mask of	704
Salty with Raincoat, Old	1304	Scant Wand of Storms	1493	Screaming, Arrow of	96
Salutation, Armband of	66	Scar Removal, Ointment of	781	Screaming, Dart of	374
Salve		Scar Removal, Salve of	1052	Scribbling, Quill of	927
of Far Seeing	1052	Scarab		Scribes, Oil of	777
of Healing	1052	of Death	1055, 1058	Scribing, Stylus of	1335
of Scar Removal	1052	of Deception	1055	Scrivening, Staff of	1292
Salver of Growth	1052	of Enraging Enemies	1056	Scroll	
Samander's Ring	995	Equus	1056	of Amber, Cursed	1072
Sampling, Stone of	1314	of Golem Protection	1057	of Animal Growth	1070
Sampo, Mill of	722	of Insanity	1057	Ballant's	1070
Samps's Golden Axe	119	of Life	1057	of Communication	1071
Samurai Slaying, Weapon of	1524	Mortos's Golem	1058	Creation, Quill	927
Samzinna's Globe of Putrifaction	539	of Pest Protection	1058	of Creation	1071
Sanctuary Candle	244	of Protection	1058	Curate's	1071
Sand		of Uncertain Friendship, Benson's	1055	Cursed	1071, 1072
Golem Libram	662	of Uncertainty	1058	of the Death Servant	1072
Magic Wizard Scroll	1086	of Venom	1059	of Delay	1073
of Truth	1052	Scarf of Sinbad, Rainbow	931, 1059	Domination	1073
Scroll	1083	Scarf of the Dry Steppes	1059	of the Efretti	1073
Sandals of Speed	1111	Scarring, Ointment of	781	Effects, Casting	1068
Sandalwood Oil/Powder	776, 909	Scather, Sword	1341, 1367-1368	Effects, Protection	1068
Sands, Staff of the	1292	Scenery, Curtain of	353	of Equipment	1073
Sands, Sword of the	1389	Scent		of Erasing	1073
Sanity		Detection, Arrow of	96	of Five Priest Spells	1073, 1074
Elixir	445	Neutralization, Potion of	888	of Five Wizard Spells	1074
Tome of Immoral	1442	Oil of Neutral	774	Flame Magic Wizard	1086
Tome of Sainly	1444	Oil of	777	of Flame Magic	1074
Santarian Keltander's Sword	1339	Scepter		of Four Illusionist Spells	1074
Sapphire		Amulet of the Papyrus	38	Glyph	1074
Bow	205	Blast	1060	of Ha Rahni	1074
Dragon Slayer, Sword	1357	of Chaotic Neutral	937	Holding, Case	261
of Neverwinter	523	of Chaotic Evil	937	of Illumination	1075
Sarelk's Spellbook	1227	of Chaotic Good	937	of Mapping	1075
Sargasso Detector	1052	of Defending, Jade	1062, 1063	of Mixed Spheres, Priest	1076
Sarge Bow	209	of Defense	1060	of Mixed Priest Spheres Spells	1075
Sash		of Entrapment	1062	Mondasso's Automated Spell	1075
of Fire Resistance	1053	of Evil	944	Nether	1075
of Heat Endurance	1053	of the Forgotten City	1062	of Portals	1076
of Immolation	1053	of Good	941	of Priest Spells	1076
Shimmering	1053	of Lawful Neutral	934	Seroll of Protection from	
Sashelas's Sword, Deep	1356	of Lawful Evil	934	Acid	1076
Satchel, Seed	137	of Lawful Good	933	Air	1077
Satchel, Skain's	138	of Life	1063	Baatezu	1077
Sathallarin's Wand of Wonder	1493	of Light	1063	Cold	1077
Saurian Ring	996	Milenian	1063	Divination	1077
Sauvagine, Sword	1389	of Neutral Good	935	Dragon Breath	1077
Saver, Life, Sword	1380	of Neutral Evil	935	Earth	1077
Saving, Mirror of Life	729	of Neutral	935	Electricity	1077
Savitri's Sword	1389	of Neutrality	942	Elementals	1077
Savona, Staff of	1292	Plague	1064	Felines	1078
Saw		of Power	1064	Fire	1078
of Cutting	1054	of Shih, Stone	1066	Gas	1078

Scroll of Protection from			
Genies	1078		
Heat	1078		
Illusions	1078		
Lycanthropes	1079		
Magic	1079		
Magical Weapons	1079		
Marid	1078		
Nonmagical Weapons	1079		
Paralyzation	1079		
Petrification	1079		
Plants	1079		
Poison	1080		
Possession	1080		
Shapechangers	1080		
Spirits	1080		
Tanar'ri	1080		
Traps	1080		
Undead	1080		
Water	1081		
Scroll (cont.)			
of Questioning	1081		
Quirks	1081		
Reading, Gem	527		
of Recovery	1082		
of Repetition	1082		
of Return	1083		
Rhialle's	1082		
Sand	1083, 1086		
Sea	1083, 1086		
of Seeing	1083		
of Seven Druid Spells	1083		
of Seven Wizard Spells	1083		
of Shelter	1083		
of Six Illusionist Spells	1083		
of Six Priest Spells	1083		
of Six Wizard Spells	1083, 1084		
Sorcerer's	1084		
Spell Level Range	1070		
of Spell Catching	1084		
Spells, Who Can Use	1070		
Spells, Level	1068		
Spells, Use	1068		
of the Stellar Path	1084		
of Suggestion	1085		
of Tattoo	1085		
of Transmutation	1085		
of Trapping	1085		
of Truth	1086		
of Wind Magic	1086		
Wizard	1086		
of Wizards	1086		
Scrollcase of Document Transmission	261		
Scrollmaking, Inkwell of	612		
Serying			
Crystal of Death	341		
Oil of	777		
Potion of	888		
Scythe of Pain	1116		
Sea			
Creature, Arrow of Slaying	99		
Dew	1086		
Earring of the	426		
Horn of the Azure	1543		
Iron Pin of the Icy	619		
Magic Wizard Scroll	1086		
Monsters, Arrow of Slaying	99		
Rod of the Aerdi	1022		
Scroll	1083		
Ship, Earth and	1106		
Staff of the	1292		
Trident of the Oljatt	844		
Zombie Coffin of Creation	317		
Seabreathing, Helmet of	592		
Seafaring Anchor	46		
Seal			
of Deception	1086		
of Jafar Al-Samal	1087		
Ring of Al-Kalim, Gold	967		
of Vigor	1088		
Sealing Wax	1506		
Seals, Book of Twelve	192		
Seals, Libram of Twelve	669		
Seamanship, Earring of	428		
Seamless Spellbook, Slack's	1244		
Searing, Poker of	840		
Seas, Coat of the	315		
Seas, Keolish Plate Mail of the	77		
Seat of Bane	1088		
Seating, Chair of Extra	274		
Seating, Couch of Comfortable	274		
Sebastian's Chime of Opening	817		
Second Sight, Ointment of	781		
Secret			
Authority, Foundations of	1171		
Door Detection, Wand of	1493		
Door Detection, Weapon of	1511		
Doors, Map of	695		
Doors, Map of Illusions, and	692		
Doors, Map of Magic and	692		
Doors, Map of Mapping and	693		
Door and Trap Detection, Wand of	1493		
Door and Trap Location, Wand of	1493		
Doors and Traps, Map of	695		
Doors, Weapon of Find	1511		
Secrets, Life of Nature Its	1192		
Secure Riding, Saddle of	1049		
Securing, Nail of	746		
Security			
Cabinet of	233		
Pouch of	137		
Rod of	1037		
See Invisible, Weapon of	1523		
Seed			
Arrow, Fire	89		
Dragon Lilly	1089		
Damage Curing	1090		
Disease Curing	1090		
Enchanted Cherry Pits	1089		
Fire	1089		
of Growth	1090		
Hill	1090		
Mountain	1090		
Oil/Powder, Cumin	767, 902		
Oil/Powder, Cypress	767, 902		
Satchel	137		
Square-Meal	1090		
Sun	1090		
Trollflower	1091		
of Wealth	1091		
Seeds, Ever-Full Bag of	134		
Seeing			
Chair of	274		
Eye of Minute	458		
Eyeglasses of True	463		
Gem of	528		
Helmet of Light	591		
Hourglass of	602		
Lens of	655		
Lens of Far	654		
Lens of Minute	654		
Mirror of	734		
Mirror of Spirit	735		
Necklace of Night	750		
Ointment of Far	780		
Potion of	888		
Ring of	997		
Salve of Far	1052		
Scope of	1067		
Scroll of	1083		
Seeker			
Heart	1130		
Helm	596		
Soul	1397		
Seeking			
Arrow of	96		
Dart of	374		
Sling of	1120		
Segoan Earthcaller's Rod	1038		
Sehanine's Gown	549		
Seigfried's Sword	1343		
Seik's Spellbook	1244		
Seker, Harness of	566		
Selective Reading, Parchment of	804		
Self			
Cleaning Carpet	257		
Potion of Polymorph	882		
-Lighting Smoking Pipe	1126		
-Protecting Parchment	804		
Selnor, Helmet of	592		
Selvar's Ineffable Conjurations			
Magic and Phantasms	1227		
Semekhtet Barge	180		
Semiprecious Stones	1307		
Sending			
Box of Message	215		
Mirror of	734		
Dullness, Dust of Sixth	419		
Senshock's Spellbook	1231		
Sensory Enhancement, Potion of	888		
Sensory Protection, Helmet of	592		
Sentient Life (SL) Lens, Blue	1067		
Sentient Plane, Representations of the	1220		
Sentinel, The	544		
September Horn	1547		
Serenity, Globe of	539		
Series Spelljamming Helm	580		
Serinda's Spellbook	1231		
Serpé's Belt of Swimming	169		
Serpent			
Band of the	153		
Belt	169		
Orb of the	794		
Golden, Belt	169		
Slicer, Sword	1391		
Spirit Pearl	807		
Staff of the	1291, 1293		
Serpentine Owl	478		
Serpin Lexicon	1230		
Serration, Robe of	1016		
Serten's Spell Immunity	997		
Serten's Spellbook	1140		
Servant of Leuk-O, Mighty	720		
Servant, Scroll of the Death	1072		
Serving, Broom of	229		
Serving, Candle, Snuffer of	247		
Serving Spoon	1466		
Servitude, Hood of	598		
Servitude, Ring of	997		
Sess'innek's Sword	1391		
Set			
Dagger of	368		
Fextree Chess Game	284		
Minions of	782		
Tea, of Skill and Grace	1428		
Wondrous Writing	928		
Seven			
Druid Spells, Scroll of	1083		
Fingers, Tome of	1444		
Lost Rings of Mhzental	664		
Parts, Rod of	1038, 1039		
Skies of the Universe	1231		
Wizard Spells, Scroll of	1083		
Seventh Blade	1391		
Sewer Pipes	1555		
Sewing, Needle of	754		
Sh'arien, Sun Blade	1391		

Sha'ir, Arrow of Slaying.....	99	Shelter, Scroll of.....	1083	Tortoise.....	1105
Shackles, String of.....	1319	Shelter, Tent of.....	1431	White.....	1105
Shadow		Sherry's Ring of Animal Friendship.....	998	Wood-Iron.....	1105
Belt.....	169	Shichi's Daikyu.....	209	Yondalla's.....	1106
Cape.....	255	Shichi's Katana, Sword.....	1393	Shielding	
Coffin of Creation.....	317	Shield		Brooch of.....	228
Control, Potion of.....	895	+1/+4 vs. Missiles.....	1100	Candle.....	244
Dragon Slayer, Sword.....	1357	+2/+3 vs. Dragons.....	1095	Gem of.....	528
Lamp.....	645	+3 vs. Dragons, Medium.....	1098	Potion of Magic.....	878
Portable.....	851	+3/+5 vs. Dragons.....	1094	Ring of Mind.....	977
Potion of.....	888	Abbathor's.....	1093	Shard of.....	1092
Shade of the.....	1091	of Absorption.....	1093	Stone of.....	1315
Shadowcaster.....	678	Aegis.....	1093	Thal's Ring of Mind.....	1003
Shadowcaster, Malthrox's.....	644	Amulet.....	43	Shifter Bridle, Plane.....	224
Shadowcloak.....	308	Athena's.....	1093	Shifting Walls/Rooms,	
Shadowhands' Spellbook.....	1231	Banner, Magic.....	156	Weapon of Detect.....	1511
Shadows, Briel's Book of.....	1152	of Berserking, Thillonian.....	1105	Shifting Walls/Rooms	
Shadows, Scroll of Protection from.....	1081	Blink.....	1103	Detection Potion.....	895
Shadowstaff.....	1293	of Blow Turning.....	1093	Shih, Stone Scepter of.....	1066
Shadowsword.....	1391	of Charm.....	1093	Shimmering Blade of Shin Ginsen.....	1394
Shadowtome.....	1231	Cloak of the.....	309	Shimmering Sash.....	1053
Shag's Battle Axe.....	119	of Concealed Wizardry.....	1094	Shin Ginsen, Shimmering Blade of.....	1394
Shah-pelar, Star of.....	529	Copper.....	1094	Shin Lu, Floating Blade of.....	1369
Shahpesh's Incense of Obsession.....	612	of Cure Wounds.....	1094	Shina-Tsu-Hiko's Sword.....	1394
Shaker, Eternal Salt.....	1091	Death Watch Beetle.....	1094	Shining Horn of Ten Thousand	
Shaker, Hugrin's Spice.....	1092	Discus.....	1094	Winds, Airolis's.....	1542
Shaking and Rolling, Rattle of.....	823	of Dragon Protection.....	1094	Shiny Shoe, Hefiz's Superb.....	1111
Shakti Amulet.....	42	Dragon-scale.....	1095	Shio-Zuchi's Trident.....	843
Shakuhaci of Peace (Flute).....	1542	Dragonshield.....	1095	Ship	
Shalandain's Boots of Starstriding.....	196	Dzance's Guardian.....	1095	Crew, Unseen.....	1465
Shalandain's Holy Avenger Sword.....	1391	of Electricity.....	1095	Earth and Sea.....	1106
Shaman's Mantle.....	308	of Energy Drain.....	1095	Frey's.....	1106
Shaman's Spellbook, Chief.....	1157	of Etherality.....	1096	of the Gods.....	1106
Shame, Sword of.....	1391	Fire's.....	1096	Halruan Sky.....	1107
Shandril's Workbook.....	1233	of Fly.....	1096	Mud.....	1106
Shangalar the Black, Spellbook of.....	1236	of Gaseous Form.....	1096	Nest.....	(See Nest)
Shape		Gem, Brain.....	528	of Pearl.....	1086, 1108
Changers, Sword of Abhorrence.....	1336	Goblin, of the Pomarj.....	1096	Phaseship.....	1109
Changing, Ring of.....	997	of Greyhawk.....	1096	-in-a-Bottle.....	1109
Sword Hand-Guard.....	1336	Grimjaw.....	1096	Rake.....	932
Shapechangers		of Haste.....	1097	Sinking, Bowl of.....	211
Protection Scroll.....	1079, 1080	Hastsezi's.....	1097	Wheel of Maneuverability.....	1110
Shapechanging, Ring of.....	997	Hawkstone's Bulwark.....	1097	Ships, Medegian Bracelet of Lost.....	219
Shapes, Dome of.....	410	Holy.....	1098	Shirt, War.....	1110
Shapeshifter Key.....	631	of the Holy.....	1098, 1102	Shivering Weapon.....	1524
Shard		of Huma.....	1098	Shock	
Kura the Darkness.....	634	of Invisibility.....	1098	Blade, Sword.....	1394
of Sakkrad.....	343	Kirith-Kanoi.....	1098	Staff of.....	1293
of Shielding.....	1092	Laduguer's.....	1099	Theory of Occult Visual.....	1251
Sharks, Shell of Protection from.....	42	Laeral's Spell.....	1099	Shocking Grasp Recipe.....	1243
Sharksbane.....	1131	Lands, Chalice of the.....	277	Shocking Grasp, Ring of.....	998
Sharp Eyes, Potion of.....	888	Lands, Warlord Blade of the.....	1412	Shoe	
Sharpness		of Lorin.....	1099	of Fharlanghn.....	1111
Knife of.....	366	Magical Defense.....	1099	Hefiz's Superb Shiny.....	1111
Oil of.....	777	Medicine.....	1099	of Vidar, Iron.....	1111
Swords of.....	1341, 1343, 1365,	of Medusae.....	1099	of White Bronze.....	1112
1366, 1367, 1370, 1372, 1374, 1380,		Mirror, of Rheddrian.....	1100	Woodland.....	1112
1387, 1392, 1409, 1411		Missile Attractor.....	1100	Shoo Horn.....	1547
Shatter Mage Shot.....	1112	Missile Deflector.....	1100	Shoon's Buckler.....	1103
Shattering		Oil, Caloric.....	766	Shooting Stars, Ring of.....	971, 998
Bagpipes of.....	1538	of Olynthos.....	1100	Shot Bow, Last.....	208
Brooch of Obsidian.....	228	Ore, World.....	1561	Shot, Mage.....	1112
Egg of.....	439	Petrified.....	1101	Shou Hsing's Walking Stick.....	1294
Shaving, Razor of Close.....	933	of Proof Against.....	1101	Shovel	
Shazzellim, Sword.....	1392	of Proof Against Electricity.....	1101	of Animation.....	1113
Sheath		of Proof Against Fire.....	1101	of Digging.....	1113
of Frogs.....	1092	Quirks.....	1101	of Digging, Cursed.....	1113
of Smallness.....	1092	Raj's Shield of the Holy.....	1102	of Gravedigging.....	1114
Vampire.....	1469	Recipe.....	1243	of Internment.....	1114
Zadore's Poison.....	1092	of Reflection.....	1102	Shrieking, Hinge of.....	596
Shekinester's Cloth.....	313	of Remove Curse.....	1103	Shrinking Powder.....	906
Shekinester's Crystalline Heart.....	574	Reptar's Wall.....	1103	Shu's Sword.....	1394
Shell		Ring.....	997	Shukenja Helmet.....	592
of Protection.....	439	Shoon's Buckler.....	1103	Shukenja Slaying, Weapon of.....	1524
of Protection from Sharks.....	42	Sticky.....	1104	Shurikin.....	1435
Types.....	517	Thillonian, of Berserking.....	1105	Shattered Lamp of Continual Light.....	637
Shelter, Cage of.....	234	Thurbrand's Protector.....	1105	Siangkam.....	355

Sibylline Book	1239	Simple Order, Mirror of	734	Lawfully Aligned, Whip	1534
Sickle		Simulacrum, Aardaken's Refreshment	62	Slayer	
Ahto's	1114	Simurgh, Claw of Mighty	293	Arrow, Lycanthrope	92
Black	1114	Sin's Black Axe, Nanna	119	Bronze Dragon	1354
Cronus's	1115	Sinbad, Rainbow Scarf of	931, 1059	Dragon, Sword	1357
Gaea's Black	1115	Singalong Lute	1329	Genie, Sword	1371
Golden	1115	Singing		Giant, Sword	1372
of the Harvest	1115	Potion	888	Monster, Sword	1383
of Lycanthropy	1115	Rod of	1040	of the Netherborn	112
Sides of the Memory, Dark	1162	Skull	1117	Ring of the Holy	970
Sieges, Chest of	288	Statue	1305	Sword	1396
Siegfried's Sword	1373	Sword	1396	Undead, Sword	1411
Sif's Sword	1394	Single Rose	1045	Water Elemental	847
Sigh Danovitch's Wings of Flying	1560	Sinking		Slaying	
Sight		Anklet of	50	Arachnids, Arrow of	99
Dullness, Dust of	419	Arrow of	97	Arrow of	97, 99
Eyeglasses of	463	Bowl of Ship	211	Bone of	183
Eyes Vision and Arcane	1166	Dart of	374	Bow of Vampire	206, 210
Goggles of Underwater	547	Sipping Spoon	1466	Dart of	375
Manor's Manual of	1194	Sir Celedon Kierney's Spellbook	1243	Dragons, Sword of	1357
Ointment of Second	781	Sir Olwyn Forestfriend's Spellbook	1244	Efreiti, Sword of	1371
Potion of Black	856	Sira, All-Knowing Eye of Yasmin	451	Giant, Sword of	1372
Potion of Dragon	865	Sirdan, Key of	631	Mammals, Sword of	1382
Ring of	979	Sirines, Pearl of the	807	Weapon of	1524
and Sound, Hsssthak's Mirror of	728	Sitting Bull	1561	Sled	(See <i>Sledge</i>)
Sighted, Book of the	1239	Sitting Dog	1561	Sledge Joukahainen's Golden	1118
Sigils, Art of Communications and	1140	Sitting Monkey	1561	Sledge Vainamoinen's	1119
Sign Amulet, Palm	37	Siva's Scimitar	1396	Sleep	
Signaling		Sixth Sense Dullness, Dust of	419	Amulet of Protection from	40
Arrow of	97	Size Alteration, Wand of	1494	Bestowing, Potion of	889
Crystals	344	Skain's Satchel	138	Breathing, Potion of	889
Horn of	1547	Skates of the Roller Hoopers	1116	Candle	246
Kite of	634	Skeletal Potion	888	Cap of	251
Significance, Gem Color		Skeleton		Carving of Restful	261
vs. Meaning	514	Coffin of Creation	317	Comfort of	65
Silence		Control, Potion of	895	Dust	422
Arrow of	97	Key	632	Gas of Dreadful	501
Caparison of	253	Skeletons, Scroll of Protection from	1081	Goblet of	547
Drum of	819	Skewering, Sword of	1396	Manas of	547
Hammer of	558	Skie's Locks and Bolts	672	Nightcap of	250
Key of	631	Skies of the Universe, Seven	1231	Potion, Anti-	855
Mask of	704, 705	Skill and Grace, Teaset of	1428	Smoke	1122
Nail of	746	Skill at Arms, Manual of Puissant	688	Smoke, Brazier of	223
Potion of Golden	871	Skin Nemean Lion	755	Thorn of	1431
Ring of	999	Skin Potion, Toad	892	Wand of	1494
Staff of	1294	Skipper with Hat, Statue of Power	1304	Sleeping	
Stone of	1315	Skorian's Drow Chain Mail	82	Bag of Armor Nullification	137, 1119
Turban of	1463	Skull		Blanket of	173
Weapon of	1524	Card	380	Bugle of	1538
Silencer of Bodash	1394	of Death	593	Dust, Green	420
Silencing, Weapon of	1524	Ebon	1116	Dust of	422
Silent		Mace	678	Potion	889
Moving, Ngona Horn of	599	Mask	705	Sleeplessness, Amulet of	43
Purse	137	Mezin's	1117	Sleepy Breath, Potion of	889
Susk, The, Sword	1407	Singing	1117	Sleighting, Arrow of	100
Silk Coverlet of Warmth	173	Spirit	1117	Slicer, Serpent	1391
Silvanus's Holy Symbol	597	Staff of Hepmonaland	1295	Slicing, Weapon of	1524
Silver		Talking	1118	Slime, Bean of	165
Arm of Ergoth	64	Totem Kolkis's Evil	172	Slime Golems, Book of	188
Chalice	277	Totem, Bison	172	Sling	
Coin	325	Skulls, Staff of	1294	Black	1118
Crown of Veluna	337	Skunk		Bolas of Impact	1119
Dragon Cloak	300	Mage Shot	1112	Blade, Rutterkin	368
Dragon Slayer, Sword	1357	Talisman	1420	Bullet of Impact	1120
Golem Libram	662	Water	445	of Enchantment	89
Horn of Valhalla	1548	Skyhooks, Glitterlode's Blessed	537	Finniginn's	1120
Karali's Sword	1378	Skyship, Halruan	1108	of Refilling	374
Katana, Mayonaka's	1382	Skywalker Lute	1329	of Seeking	358, 1120
Key of Portals	631	SL Lens	1067	Stone of Refilling	95
Magic, Libram of	668	Slack's Seamless Spellbook	1244	Slinging, Staff of	1295
Mobile, Diamond and	737	Slasher's Boots, Midnight	195	Slingstone of Pulverizing	1120
Ring, Berronar Truesilver's	949	Slasher's Cloak, Midnight	306	Slipperiness, Oil of	777
Ring, Jhessail's	972	Slate of Identification	1118	Slippers	
Sword, Githyanki	1372	Slay		of Dancing	1121
Sword, Syrar's	1407	Avatar, Whip	1534	Dragon	1121
Talon, Book of the	1239	Evil Aligned, Whip	1534	of Drinking	1121
Sim's Prism of Light Splitting	913	Fiend, Whip	1534	Glass	1121

Slippers			
of Kicking	1121		
Ruby	1121		
of Slowness	1122		
of Soft Movement	1122		
of Spider Climbing	1121, 1122		
Slipping, Stair of	1302		
Slope, Potion of Detection of Grade or	895		
Slopes, Weapon of Detect	1511		
Slowing, Weapon of	1524		
Slowness, Ketchup of	248, 249		
Slowness, Slippers of	1121		
Slumber Potion, Gray	871		
Slumber, Rose of Eternal	1045		
Small Bird Repulsion Dust	422		
Smallness, Sheath of	1092		
Smell			
Candle, Sweet	246		
Dullness, Dust of	419		
Ring of	979		
Smelling, Ointment of Mage	781		
Smiling, Mask of	706		
Smiting, Rod of	1040		
Smoke			
Brazier of Sleep	223		
Candle	246		
Command, Ring of	985		
Detection Candle	245		
of Fire Quenching	1122		
Powder	909		
Rings, Smoking Pipe of	1126		
Sleep	1122		
Smokespear	1131		
Smoking Pipe			
Aromatic	1122		
Bubble	1123		
Charged	1123		
Elminster's	1123		
Eversmoking	1123		
Halfing	1125		
Lasting	1125		
Permanent	1123		
of Puckering	1125		
Self-Lighting	1126		
of Smoke Rings	1126		
of Smoking	1126		
of Snake Summoning	1126		
Smoky Orb of Golden Death	795		
Smoothhands's Axe, Callarduran	114		
Smoothhands's Chain Mail,			
Callarduran	72		
Smoothing, Rake of	932		
Smothering, Rug of	257		
Smuggler's Boat	180		
Snake			
Arrow	100		
Bane, Sword	1396		
Belt	170		
Changing, Armband of	66		
Crawling, Potion of	889		
Necklace	751		
Oil/Powder	777, 910		
Staff	1295		
Summoning, Smoking Pipe of	1126		
Snakes Figurine, Jade	476		
Snap-Tong, Rutterkin	1048		
Snare, Chilling	288		
Snare Drum	820		
Snaring			
Glove of Missile	544		
Net of	758		
Net of Spirit	758		
Snatching, Sword of Underwear	1411		
Sneering, Net of	758		
Sneezing			
Dust of	423		
and Choking, Dust of	423		
Handkerchief of	566		
Pepper of	248, 249		
Snoop, Sword	1396		
Snoring			
Log of	673		
Saw of	1054		
Zzzzzz's Axe of	122		
Snow Mage Shot	1112		
Snow on the Mountain	1396		
Snowshoes of Speed and Traveling	1126		
Snuffer, Candle	246-247		
Snuffing, Bucket of Fire	230		
Soap			
of Abrasion	1126		
Balloon	151		
of Washing	1126		
Soaring, Bridle of	224		
Sobriety, Potion of	889		
Socks of Dryness	1126		
Socks of Sweating	1126		
Soft-Boiled Egg	439		
Sohei Slaying, Weapon of	1524		
Solamnia, Armor of	82		
Solamnius, Plate of	79		
Solid Corpus, Influence on	1181		
Solomon's Magic Carpet	259		
Solomon's Oil/Powder	777, 910		
Solonor Thelandira's Bow	210		
Solvent, Universal	1465		
Soma's Dagger	368		
Soothing, Ointment of	782		
Sophistication, Mirror of	734		
Sorcerers, Arrow of Slaying	99		
Sorcerer's Scroll	1084		
Sorcerer-King, Scepter of the	1064		
Sorona, Crown	336		
Soul Gem	528		
Soul-Chilling, Potion of	890		
Soulblade	1397		
Souls			
Book of Binding	185		
Crown of	337		
Sword of	1397		
Soulsearcher Medallion	714		
Soulseeker	1397		
Sound			
Attacks, Shield of Proof Against	1101		
Hssthak's Mirror of Sight and	728		
Periapt of Proof Against	826		
Ring of	978		
Sounder	1128		
Sounding			
Cymboli's Pipes of	1536		
Dagger of	368		
Pipes of	1555		
Sounds, Stone of Mysterious	1313		
Soup Kettle, Everbountiful	627		
Soup Kettle, Mithryl's Everbountiful	627		
Sovereign Glue	1128		
Sovereign Tonic, Durimal's	828		
Spade of Colossal Excavation	1114		
Spanner, Rift	945		
Sparkling Dust	423		
Sparkling Spear	1132		
Speak with	Potion of 893		
Speaking			
Arrow of	100		
Bridle of	224		
Dagger	368		
Dart of	375		
Pipes	1556		
Spear			
+2/+4 vs. Sharks	1131		
+4 vs. Efreet	1132		
of Accuracy	1129		
Ares's	1129		
Athena's	1129		
Backbiter	1129		
Black Kumade	1129		
Demeter's	1129		
Gae Bolg	1129		
Goibhniu's	1129		
Gruumsh's	1129		
Gungnir	1129, 1130		
Hadron's	1130		
Heartseeker	1130		
Heartwood	1131		
Hiatea's	1131		
of Obliteration	1131		
of Panic	1131		
of Paralysis	1131		
Returning	1131		
Sharksbane	1131		
Smokespear	1131		
Sparkling	1132		
Staff	1291		
of Vix	1132		
of Yang	1132		
Zeus's	1132		
Special, Sword	1398		
Special Purpose, Sword	1402		
Specialization, Gauntlet of	507		
Specialization, Weapon of	1524		
Species Enemy Medallion	714		
Spectral Sword	1403		
Spectral Weapon	1525		
Spectre			
Bottle, Undead	202		
Coffin of Creation	317		
Control, Potion of	895		
Spectres, Scroll of Protection from	1081		
Specular, Sabirine's	1222		
Speech, Circlet of Underwater	292		
Speech, Potion of	890		
Speed			
Amulet of Cheetah	29		
Boot of	196		
Bow of	210		
Crossbow of	204, 208		
Glass Bead of	164		
Horseshoe of	601		
Mirror, Yefar's	736		
Potion of	890		
Reading, Lens of	655		
Rudder of	1048		
Sandals of	1111		
Scimitar of	1390		
Sword of	1390		
and Traveling, Snowshoes of	1126		
Weapon of	1525		
Zither of	1334		
Speedcasting, Wallac's Potion of	896		
Speeding, Weapon of	1525		
Speedreading, Evelyn's Lens of	654		
Spell			
Catching, Scroll of	1084		
Component Pouch, Zagyg's	147		
Eating, Ring of	1000		
Exchange, Medallion of	713, 714		
Failure	1068		
Focusing, Staff of	1296		
Holding, Ring of	1000		
Immunity, Serten's	997		
Level Range, Scrolls	1070		
Mirror	734		
Protection, Banner of	156		
Scroll, Mondasso's Automated	1075		
Shield, Laeral's	1099		
Stealing, Parchment of	804		
Storing, Ring of	1000		
Turning, Ring of	1000		
"Turning," Ring of	1001		
Spellbattle, Ring of	999		
Spellbinder	1403		

Spellblade	1404
Spellbook	
Alcaister, The	1133
Alokkair's	1137
Alterations of the Intrinsic	
Absolutes	1137
Alterations of Tangibles and	
Intangibles	1137
Ancient Cryptomancy	1137
Anishta's	1137
Arcanabula of Jume	1137
Arcane Manipulations of	
the Entourage	1140
Arcane Puissance of Memory	1140
Arcane Resistance Dwarves &	1140
Architecture	1140
Art of Communications and Sigils	1140
Ashakar's	1140
Aubavreer's Workbook	1141
Avran Greenstrider's	1143
Barrik's	1143
Bashal's	1143
of Bats	1143
Bigby's	1146
of Black Circles	1146
Blessed Book of Cures	1149
of the Blind	1149
Book with No End	1149
Bosero the Drunkard's	1150
Bowgentle's Book	1150
Bricks of the Spiritual Fortification	1152
Briel's Book of Shadows	1152
Bright Ages	1154
Brother Richard the Flying Monk's	1154
of Cabalistic Protections	1154
Caddely's Workbook	1154
Chambeeon	1156
Chief Shaman's	1157
of Clouds and Fog	1157
Collapsing	1157
Components & Reactions of	
Phosphorous	1157
Cosmogony of Magnetic Fluids	1157
of the Covenant	1157
Creation and Modification of	
Matter	1160
Cudzu's	1160
Cursed Tome	1160
Daimos's	1160
Dark Ages	1162
Dark Sides of the Memory	1162
Deep Fears of Humanity	1162
Detho's Libram	1162
Displacements and Modeling the	
Milieu	1165
Dissimulation and Obscuration	1165
Doors & Passages of Parallel	
Worlds	1165
Dylan Longbranch's	1165
Echo & Resonance of the	
Great Void	1165
Epic Saga of the Great Conjurers	1165
Evolution of Arcane Will Power	1165
Exalted Book of Ethnic Humor	1165
Extreme Powers of Observation	1166
Eyes Vision, and Arcane Sight	1166
Fiendmicon of Iggywlv	1166
Forgotten Arts of Oratory	
Magnetism	1171
Foundations of Secret Authority	1171
Galdaster's Orizon	1172
Gazette of the Norse Climates	1174
Glandar's Grimoire	1174
Glanvyl's Workbook	1176
Glyph	1178
Great Paravidual Emanations	1178
Hand of Helm	1179

History of Evil Mages	
and Apprentices	1180
History of Good Mages	
and Apprentices	1181
of Hope	1181
Idioms & Rare Cryptographs	1181
Inexplicable Reflections	1181
Influence on Solid Corpus	1181
Influences and Suggestions	1181
Intelligence and Intuitive	
Domination	1182
Irid Newleaf's	1182
Jaluster's Orizon	1182
Korr's Book of Infinite Spells	1184
Laeral's Libram	1184
Laeyndr's Book of	
Metamorphoses	1187
Lareth's	1190
of Lathintel	1190
Legendry of Great Arms &	
Fabulous Heroes	1191
Legendry of Phantoms	
& Ghosts	1191
Lexicon of Spirits	1191
Life of Nature Its Secrets	1192
Lord Yaras's	1192
Lore of Fiendkind	1192
Lore of Subtle Communication	1192
Luminescence and Coloration	1192
Mad Dog of the Desert's	1192
of a Magic-User (Spellcaster)	1192
Magister, The	1193
Magnetic and Electric Waves	1194
Manor's Manual of Sight	1194
Manual of Powers Beyond Life	1196
Mental Impressions of the Retina	1196
Minds of the Unknown	1196
Multiple Applications	
of Perception	1197
Mylibis's Codex of Contention	1197
Nathlum, The	1200
Nchaser's Elyromancia	1202
Nonsubstance Encyclopaedia	1205
of Num the Mad	1205
Oerthmagik	1207
Occult Magnetism	1211
Occult Observations on Fluids	1211
Ordinary Necromancy	1211
Origins of the Hour	
Glass Symbology	1211
Orjalun's Arbatel	1211
Peregrin's Treatise on Fixed Portals	1214
Planes of Antimatter	1215
Poison Pages	1215
Powers of the Spiritual Will	1215
Raistlin's	1215
of Rathdaen	1215
Red Book of War	1218
Repertoire of Illustrious	
Conjuration	1220
Repertoire of Subconscious	
Apparitions	1220
Representations of the	
Sentient Plane	1220
Rigby's	1221
Runes of Norzhak	1221
Runes of Possession	1222
Sabirine's Specular	1222
Scalamagdrion	1225
Science of Metaenchantment	1226, 1127
Selvar's Ineffable Conjunctions,	
Magic, and Phantasms	1227
Sakatha's	1230
Serpin Lexicon	1230
Senshock's	1231
Serinda's	1231
Seven Skies of the Universe	1231

Shadowtome	1231
Shandari's Workbook	1233
of Shangalar the Black	1236
Sibylline Book	1239
of the Sighted	1239
of the Silver Talon	1239
Sir Celedon Kierney's	1243
Sir Olwyn Forestfriend's	1244
Slack's Seamless	1244
Spells Written in Code	1244
Spherogenesis of the Multiverses	1244
Studies on The Fourth Dimension	1244
Subconscious Repercussions	
of Pyromancy	1244
Sublimated Oneiromancy	1244
Sulphur: Influence and Actions	1244
Talel El Hareidhin's	1244
Tasso's Arcanabula	1245
Tharadodus's	1247
Theories on Perception	1251
Theories on Converging	
Transitions	1251
Theory of the Invisible Forces	1251
Theory of Occult Visual Shock	1251
Thesis on Conditional Ruptures	1247
of Thorns	1251
of Time	1252
Tomorrow's	1252
Trance of the Intellect	1252
Transcendental	
Impenetrabilities	1253
Traveling	1132
Tymessul's Enchiridion	
of Travel	1253
Types of	1132
of Unicorns	1255
Unique Mageries	1255
Universal Astronomy	1259
Unknown Movements	
of the Universe	1259
Value of	1133
Vampire Book	1260
Variations on The Visual	
Perception	1261
White's Codicil	1261
Wizard's Workbook	1261
of the Wyvernwater Circle	1265
Ye'Cind's	1556
of Zargos	1267
Spellcasters	
Arrow of Slaying	99
Dart of Slaying	375
Weapon with Bonus vs.	1509
Spellcleaver, Sword	1382
Spelljammer Detector	1268
Spelljamming	
Apparatus of Kwalish, Dunhill's	414
Helm	574-584
Mine	448
Potion of	890
Ram	1268
Spellmaster's Blessing	659
Spells	
Candle of	245
Level of Scroll	1068
Tome of Infinite	1442
Spellwarding, Mace of	678
Sphere	
of Annihilation	1268, 1269
of Darkness	1269
of False Calling	1269
Gain's Crystal	1269
Karnrobb's Airy	1270
Mierest's Starlit	1270
Talisman of the	1425
Thaddigren Dentia's	1270
of Warning	1270

Sphere			
Spheres, Lyre of the	1331	Square Wheel	1532
Spheres, Staff of	1296	Square-Meal Seed	1090
Spherogenesis of the Multiverses	1244	Squatting Toad	1561
Spice Shaker, Hugrin's	1092	Squelcher, Sword	1341, 1367-1368
Spicing, Pan of	802	Squid, Wand of the	1494
Spider		Ssu-Ma, Tome of	1445
Climbing, Slippers of	1121	St. Cuthbert, Mace of	679, 680
Fang Dagger	369	Stability, Saddle of	1050
Harness	567	Stability, Torc of	1452
Key	632	Stabilizer, Gravitic	550
Slaying, Weapon of	1524	Staff	
Spider's Boots of Stealth	196	of Air and Water	1272, 1278
Spiderwalker	1271	of Alar Ch'Aranol's	1272
Spike, Blast	745	Alar Ch'Aranol's	1272
Spikenard Oil/Powder	777, 910	of Aquatic Wizardry	1272
Spikey Owls, Apparatus of	57	Actor's, of Swarming Insects	1272
Spinach, Can of	237	Aric's, of Power	1273
Spinecastle, Amulet of	43	of Battle	1273
Spinning Wheel	1271	Blackstaff	1273
Spirit		of Caduceus	1274
Amulet of the	43	of Caracanomos	1274
Binding, Potion of	890	Catstaff	1274
Bottle, Undead Groaning	202	of Centeotl's	1274
Burner, Sword	1404	of Cirulon	1275
Chasers, Noisome	760	of Command	1275
Flight, Potion of	890	of Commanding	1275
Folk Control, Potion of	872	of Conjunction	1275
Folk Slaying, Weapon of	1524	of the Couatl	1275
Hands of the Healing	33	Command Words	
Horse, Saddle of the	1049	(Optional Rule)	1271
Hut	606	of Curing	1276
Mask	706	Damh's	1276
Oil/Powder	778, 910	of Devotion	1276
Pearl, Serpent	807	Dionysus's	1276
Restoration, Harp of	1327	of Disjoining	1276
Seeing, Mirror of	735	of Dispelling	1277
Skull	1117	of Displacement	1277
Snaring, Net of	758	of Divergence	1277
Summoning, Tablet of	1418	of Diviner of Life	1278
Spirits		Dolmaria's of Withering	1278
Charm of Protection from	283	Druid	1278
Lexicon of	1191	of the Druids	1278
Qanum of the	1332	of an Element	1278
Scroll of Protection from	1080	of the Elements	1279
Spiritual Fortification, Bricks of the	1152	of the Elements: Air	1280
Spiritual Will, Powers of the	1215	of the Elements: Fire	1280
Splendor, Rod of	1041	of Ethereal Action	1280
Splitting, Prism of Light	913	of the Fates	1280
Splitting, Sim's Prism of Light	913	Fiend	1280
Sponge, Everdamp	447	of Flames	1280
Spongestone	1315	Fraz-Urb-Iuu's	1281
Spoon		of Fury	1281
Birth	1466	Geb's Quarterstaff	1281
of Eating	1466	of Glyphs	1281
Feather Token	468	of Gnatmarsh	1281
of Medication	1466	of Harming	1282
of Mixing	1466	of Healing	1282
Murlynd's	1467	of Hornwood	1282
Musical	1467	Idun's	1282
of Sticking	1467	Ixtilton's	1282
of Stirring	1467	Jizo	1282
of Sugar	1467	of Kitsyrral	1282
Spores, Air	26	Kuan Yin's, Quarterstaff	1283
Spores, Chandrasakar's Air	26	K'uei Hsing's	1283
Spring, Portable	851	K'ung Fu-tzu's	1283
Springer, Trap	1454	Kura Okami's	1283
Springerie	1271	Ky Trencha Ukang	1283
Springing, Boot of Striding and	197	Lao Tzu's	1283
Springing, Horn Uncontrollable		of the Magi	1283
Striding &	1548	Magical Quarterstaff	1284
Spud	848	of Magius	1284, 1285
Spy, Cask of the Wind	262	of the Magius	1285
Spyglass	1271	of Meriadar's Quarterstaff	1285
Spying, Curtain of	353	of Miracles	1285
Spying, Lamp of	645	Mirandos's of Insect Command	1285
Spying, Window of	1559	of Mishakal	1286
		Monkey's	1286
		of the Moonglow	1286
		of the Necromancer	1287
		of Night	1287
		of the Ninja	1287
		Oberon's	1288
		of Oceans	1288
		O-Kuni-Nushi's	1288
		of Osiris	1288
		Osmal's of the Woodlands	1288
		Panzurriel's Quarterstaff	1288
		Pharaoh's Ruling	1288
		of Power	1273, 1289
		of the Priest Kings	1289
		Protection from, Banner of	156
		of Quirks	1289
		of Raket	1291
		of Ranike	1291
		of Recording	1291
		Reptilla's of the Serpent	1291
		of Rheddrian's	1291
		of Rilantaver's	1291
		of Rohalan	1292
		of the Sands	1292
		of Savona	1292
		of Scrivening	1292
		of the Sea	1292
		of the Serpent	1291, 1293
		Shadowstaff	1293
		of Shock	1293
		Shou Hsing's Walking Stick	1294
		of Silence	1294
		of Skulls	1294, 1295
		Skull-Staff of Hepmonaland	1295
		of Slinging	1295
		Snake	1295
		of Spell Focusing	1296
		of Spheres	1296
		Staff-Spear	1297
		Staff-Mace	681, 1297
		of Striking	1297
		of Striking and Curing	1297
		of Stunning	1298
		of Surprises	1298
		of Swarming Insects	1272, 1298
		Thoth's	1298
		of Thunder and	
		Lighting	1299
		Ushas's	1299
		of Vision	1299
		War, of Nyron	1299
		of the White Well	1300
		of the Winds	1300
		of Withering	1278, 1300
		of Wizardry	1300
		of the Woodlands	1288, 1301
Stair			
of Ascending	1301		
of Breaking	1301		
Cold	1301		
of Descending	1301		
Endless	1301		
of Judgment	1302		
of Slipping	1302		
Stalker Flask, Invisible	489		
Stalker, Sword	1405		
Stamina, Sweet Tooth of	1451		
Stammering and Stuttering,			
Philter of	830		
Standard			
Health Amulet	34		
Nithian	760		
Shell of Protection	439		
Standing			
Bear	1561		
Monkey	1560		
Stick of	1306		
Stones	1302		

Standing			
Tent of	1431		
Star			
Battle	485		
of the Bright Desert, Holy	1303		
Card	380, 389		
of Celene	715		
of Detection, Morning	488		
Gem	529		
of Khan-pelar	529		
of Mo-pelar	529		
Morning	485, 675		
of Shah-pelar	529		
Storm	681		
Striding, Boot of	196		
Starella's Aphrodisiac	825		
Starfall, Sword	1405		
Starlit Sphere, Mierest's	1270		
Stars			
Cloak of	309		
Crown of	338		
Crown of the	339		
Intier's Ring of Shooting	971		
Mellifleur's Robe of	1013		
of Ojy-do, Throwing	1435		
of Returning, Throwing	1435		
Ring of Shooting	998		
Robe of	1016		
Throwing	1435		
Starstriding, Shalandain's Boots of	196		
Starting, Ring of Fire	962		
Statue			
Boli	1303		
Corellon's Crystal	1303		
Golden	1303		
of Power, Old Salt	1303		
Scorpion Ward	1304		
Singing	1305		
Stone Horse	1305		
of Substitution	1305		
Talisman of the	1426		
Xanthippe of Annoyance	1306		
Statuette, Corellon's Crystal	1303		
Staying, Anchor of	46		
Steadiness, Medallion of	715		
Stealer, Nine Lives	1386		
Stealing			
Claw of Magic	293		
Parchment of Spell	804		
Potion of Life	876		
Sword, Life	1380		
Sword of Life	1380		
Stealth			
Mask of	706		
Spider's Boots of	196		
Thieves' Tools of	1446		
Stealthy Pilfering, Manual of	688		
Steam			
Borieflin's Jar of	622		
Carrague's, Decanter of Endless	375		
Command, Ring of	989		
Irons of	620		
and Vapor, Wand of	1494		
Steaming Cauldron, Hymir's	268		
Steed, Obsidian	478		
Steed of Wondrous Power,			
Dori's Obsidian	475		
Steel Cloth	313		
Steel Dragon Slayer, Sword	1357		
Steel Mobile, Onyx and	737		
Steelskin's Apron, Flandal	58		
Steelskin's Hammer, Flandal	553		
Stellar Path, Scroll of the	1084		
Steppes, Scarf of the Dry	1059		
Steps Draining Sword, Nine	1386		
Stick			
Black	1023		
Holy Terror Hockey	598		
Shou Hsing's Walking	1294		
of Standing	1306		
Sticking, Gauntlet of	507		
Sticking, Spoon of	1467		
Sticky Shield	1104		
Stiffness, Cane of	248		
Stiffness, Collar of	326		
Stilling, Oil of Fire	769		
Stillness, Oil of	778		
Sting of Xerastos	1349		
Stinging Cloud	439		
Stirge's Bite	100		
Stirring, Spoon of	1467		
Stirrups of Horsemanship	1306		
Stocking of Elf Summoning	1306		
Stocking of Mystery	1306		
Stomping, Boot of	197		
Stone (See also: Rock)			
Arrow of Polymorphing	93		
Beauregard's Beautiful Bauble	1307		
Bimbomushi	517, 1308		
Bloodstone of Fistandantius	1308		
Chardalyn	1308		
Club, Great	314		
of Cold Immunity	1309		
of Continual Light	1309		
of Controlling Earth Elementals	1309		
Coruskian	1309		
Cursed Well	1309		
Dagger	356		
Dream	1309		
of Everburning	1310		
Feather Token	468		
Finder's	1310		
Form, Potion of	891		
Glowstone	1310		
Golem Protection, Scarab of	1057		
Golem Libram	662, 665		
of Good Luck	1311		
Guardians, Ring of Protection from	988		
of Gul and Thiondar	1311		
Heart of	574, 1374		
Honing	1313		
Horse Statue	1305		
Ioun	613		
Kaleen's Undead	35		
of Mixed Luck, Myste's	1313		
of Mysterious Sounds	1313		
Nanorion	1314		
Oval of Tzolo's Guardian	1314		
Passage, Oil of	778		
Philosopher's	1314		
Pluma	839		
of Pulverizing, Sling	1120		
of Refilling, Sling	95		
Ring of	1001		
Robe	1016		
of Sampling	1314		
Scepter of Shih	1066		
of Shielding	1315		
of Silence	1315		
Spongestone	1315		
Strength, Potion of	871		
Travel	1315		
Wand of Earth and	1479		
Wardstone	1318		
Warfu	1318		
of Warmth	1318		
of Weight	1318		
of the Well	1318		
Stonefist, Sword	1405		
Stoneiron Weapon	1525		
Stones			
Fancy	1307		
Hard	1307		
Ornamental	1306		
Semiprecious	1307		
Standing	1302		
Stonework Traps/Pits,			
Potion of Detection of	895		
Stool Chest, Foot	287		
Stool, Extradimension Foot	287		
of Stopping, Whistle	1558		
Storage, Key of	633		
Storing, Pyros's Ring of Spell	988		
Storing, Quiver of Arrow	929		
Storing, Ring of Spell	1000		
Storm			
Armor, Laeral's	78		
Hammer	558		
Rider of the Gearmat Sea	181		
Rider's Pearl	807		
Star	681		
Strength, Potion of	871		
Storm's Harp of Methild	1328		
Stormbringer, Sword	1405		
Storms, Scant Wand of	1493		
Storms, Wand of Ice	1483		
Strand, Diirinka's	1010		
Strangling, Collar of	326		
Strangling, Necklace of	752		
Strangulation, Necklace of	752		
Stratagems, Manual of	689		
Stream of Anguish	1339		
Strength			
Armband of	66		
Armband of Variable	67		
Card	385		
Cloak of	310		
Gauntlet of Super	507		
Girdle of Giant	534		
Libram of	668		
Moto Moto Rod of	742		
Potion of	891		
Potion of Giant	871		
Potion of Inner	873		
Ring of	1002		
Ring of Berserk	1005		
Striding			
Boots of Star	197		
and Springing, Boot of	197		
and Springing, Horn of			
Uncontrollable	1548		
Strike, Bracer of the Blinding	220		
Striking			
and Curing, Staff of	1297		
Staff of	1297		
Wemick's Cane of	248		
String			
of Attachment	1319		
Ball of Endless	150		
Cage of	235		
of Lashing	1319		
of Pearls	1319		
of Shackles	1319		
of Tangle of	1319		
of Warding	1319		
Stringed Instruments	1320		
Strongbox of Immobility	216		
Strommaus's Hammer of Thunderbolts	558		
Strumming, Pick of	1332		
Studies on The Fourth Dimension	1244		
Study, Libram of	668		
Studying, Desk of	405		
Stun Bolt	100		
Stun Puppet Libram	661		
Stunning			
Arrow of	100		
Dart of	375		
Gong of	822		
Staff of	1298		
Stupidity, Hat of	570, 572		
Stuttering, Philter of Stammering and	830		

Stylus of Scribing	1335	Cloak of	310	Black Flame	1345
Subconscious Apparitions, Repertoire of	1220	Ring of	1002	Blackflame	1345
Subconscious Repercussions Pyromancy	1244	Surya's Chariot	280	of Blackflame	1345
Subduing, Oberon's Arrow of	92	Surya's Sword of Light	1407	Blackjammer's Cutlass	1345
Sublimated Oneiromancy	1244	Susanoo's Blue Sword	1407	Blackrazor	1346
Submission, Trident of	846	Susk, the Silent, Sword	1407	Blade Shape and Feature	1335
Substitution, Statue of	1305	Suspension, Cot of	331	Blade Material	1335
Subterranean Sagacity, Helmet of	593	Suspension, Potion of Life	876	Blade of Black Ice	1347
Subtitles, Lens of	655	Sustarre's Chariot	277	Blades of Corusk	1347
Subtle Communication, Lore of	1192	Sustenance		Blade of Lathander	1347
Success, Mustard of	248, 249	Caparison of	253	Bladeless	1347
Succor, Bead of	165	Potion of	892	Blood	1347
Sugar, Spoon of	1467	Ring of	1002	Bloodbrand, Taragarth, The	1408
Suggestion Scroll	1084	Svirfnebli Dart	375	Blood Drinker	1347
Suggestions, Influences and	1181	Swabbie with Bucket, Statute of Power	1304	Bloodletter	1347
Suit, Sweatsuit	1335	Swamp, Vast, Horn of the	1549	Blue Dragon Bane	1348
Sulfur, Oil of	778	Swamp, Orb of the Black	783	Brightblade	1348
Sulhaut Mountains, Bear Cloak of the	297	Swan Boat Feather Token	469	of Bronze, Dancing	1356
Sulhaut Mountains, Dark Wand of the	1477	Swarming Insects, Arctor's Staff of	1272	Caeren-Uroth	1348
Sulmish Robe of Magical Enhancement	1015	Swarming Insects, Staff of	1298	Calathangas	1349
Suloise, Fire Wand of	1480	Sweat Water	848	Canopa's	1349
Sulphur Influence and Actions	1244	Sweating, Socks of	1126	Captain's	1349
Sulward's Axe	119	Sweatsuit	1335	Casterbane	1349
Sumbar Oracle	1530	Sweeper, Gnomish	546	Celestial Fury	1349
Summation, Crown of	339	Sweeping, Broom of	229	Chain	1350
Summer's Day, Tart of a	1428	Sweet		of Charm Person	1351
Summoning		Onion	782	Chopping	1351
Gong, Butler	821	Smell Candle	246	Clamorour	1351
Gong of	822	Tooth	1451	of Cleaving	1351
Hostile Air Elementals Censer	270	Water	892	Colada	1352
Lamp of	646	Sweetness, Cube of	352	of Cold	1352
Noora's Ring of Djinn	984	Swift Writing, Pen of	809	Companion	1352
Poker of	840	Swift Writing, Quill of	928	Corellon's	1352
Rattle of	823	Swiftfoot's Cloak, Kaldair	303	Corthalis	1352
Ring of Genie	967	Swiftfoot's Sword, Kaldair	1378	Courtain	1352
Smoking Pipe of Snake	1126	Swimming and Climbing, Gauntlet of	508	of Cowardice	1352
Stocking of Elf	1306	Swimming, Armor of	82	Crusader	1353
Tablet of Spirit	1418	Swimming, Potion of	892	Crysomor	1353
Throne of	1435	Swimming, Ring of	953, 1002	Cuprumbane	1354
Whip of	1534	Swimming, Serpé's Belt of	169	Cursed	1354
Whistle of	1558	Sword		Cursed Berserker	1354
Summons, Bead of	751	Aasimon	1336	Cutter	1354
Sumpko's Mantle	310	of Abhorrence of Shape Changers	1336	of Cymrych Hugh	1355
Sun		Accents	1336	Cyric's	1355
Blade, Sword	1406	Adjatha the Drinker	1336	Dale	1355
Blade, Sh'arien, Sword	1391	Albruin	1337	of Dancing	1355, 1356
Blade, Tari Vanovitch's, Sword	1409	Alignment	1399	Dancing, of Lightning	1356
Card	380, 390	Amatsu-Mikaboshi's	1339	Darius's	1356
Deck	381	Anduvar	1339	Death-to-Monsters	1356
Seed	1090	Angurvadal	1339	Deep Sashelas's	1356
Sword	1406	Annacon	1339	Defender	1356
Wand of the	1494	Ansather	1340	Demron's Bane	375
Sunbolt Javelin	624	Answerer	1340, 1341	Desert Blade	1356
Sundial of Direction	1335	Anton's Vorpai Blade	1341	Dragonbait's Holy Avenger	1356
Sundial of Timekeeping	1335	Ar'ondight	1342	Dragon Claws	1356
Sunng Chiang's Dagger	369	of Arak	1341	Dragon Crippler	1357
Sunlight, Bolas of	1119	Arbane's, of Agility	1342	Dragon Slayer	1357
Sunlight Resistance Elixir	445	of Arvoreen	1342	Dragonslayer	1357
Sunndi, Gemcutter's Tools of	530, 1446	Arvoreen's	1342	of Dragon Slaying	1357
Super Strength, Gauntlet of	507	of Assassination	1342	Drain Life Energy	1357
Superb Shiny Shoe, Hefiz's	1111	of Azor'alq	1343	Draxalon, Defender of Feminine Virtue	1357
Superhealing, Potion of	891	of Babette Maelstrom	1343	Dreamsinger	1357
Superheroism, Potion of	891	of Backstabbing	1343	Dugmaren Brightmantle's Broad	1358
Superior Animal Control, Potion of	891	Balisarda	1343	Durandan	1358
Superior Healing, Potion of	891	Balmung	1343	Dyerwaen	1358
Suppression, Potion of Pain	881	Balor	1343	of the Ebon Flame	1359
Supreme, Talisman of Chaos	1421	Bamboo Scimitar	1343	Ebonbane	1359, 1360
Sure Footing, Ankle of	50	Bane of Enchanted Beings	1343	Edge, The	1363
Surprises, Staff of	1298	Bane of the North	1344	of Efreeti Slaying	1364
Surrender, Weapon of	1526	Barnus's Gnomebane	1344	Ego	1403
Surt's Flaming Sword	1406	of Bast	1344	Elkhorn's	1364
Surt's Iron Armor	82	Belenus's	1344	Elqillar	1364
Survival		of the Believer	1344	Elven	1365
Candle	245	Benn Griff's	1344	Emperor's	1365
		Berserk Dancing	1344	Enchanted, of Sylaire	1365
		Black	1345	Equalizer of Gran March	1365

Sword

Everstriking	1365	Ilyana	1377	Pommel Shape and Feature	1336
Evil Wyrmslayer	1366	Indra's Flaming	1377	Porpherio's	1388
Evithyan's Blade	1366	of Insanity	1377	Primary Abilities	1399
Excalibur	1366, 1367	Intelligence and Capabilities	1399	Purta Blue's	1388
Extraordinary Powers	1401	of Intercession	1377	of Quickness	1388
Farrinae	1367	Ironfang	1377	Ratri's	1388
Fate's Promise	1367	Jaysen's Magebane	1377	Red Death	1388
Feather Token	469	Joyeuse	1377	Red Robin	1388
Fiendbane	1367	Justicer	1378	Red Sabre	1388
Final Word	1367	Kabal	1378	Redeemer	1388
Finder	1368	Kaldair Swiftfoot's	1378	Rel Astran, of Enmity	1388
Fionnghuala's	1368	Kali's	1378	Ren's, of Dancing	1388
Fist of Odin	1368	Karali's Silver	1378	Reptilian Legionnaire	1389
Flamberge	1368	of Kas	1378	Retaliator	1389
Flame Tongue	1368	Kirren's Frostbrand	1379	Rutterkin Flatchet	1389
Flame of the North	1368	Kullervo's	1379	of the Sands	1389
Flame Tongue	1369	Kura, The Darkness	1379	Sauvagine	1389
Flames on Command	1369	Kusunogi No Tsurugi	1380	Savitri's	1389
Flaming	1369	Lafarallinn's	1380	Scabbard	1054
Floating Blade of Shin Lu	1369	Lancelin's	1380	Scale Cleaver	1389
Flying Scimitar of Tusmit	1369	Languages	1403	Scales of Justice	1389
Foebane	1369	Laprov	1380	Scalebane	1390
Foefinder	1370	Lassiviren's	1380	Schakha	1390
Forester's Friend	(See <i>Dyerwaen</i>)	Lawful	(See <i>Woodhold</i>)	Scimitar of Speed	1390
Forseti's	1370	Lemmikainen's	1380	Scorbane	1390
Fragarach	(See <i>The Answerer</i>)	Life Saver	1380	Scourge of Regenerators	1391
Frey's	1370	Life Stealing	1380	Serpent Slicer	1391
Frey's Two-Handed	1370	Life Taker	1381	Sess'innek's	1391
Frey's Frost Brand	1370	of Light	1381	Seventh Blade	1391
of Friendship	1370	Lightning Blade	1381	Shadowsword	1391
Frost Brand	1370	of Lightning, Dancing	1356	Shalandain's Holy Avenger	1391
Galanti	1371	Locate Object	1381	of Shame	1391
Gemsword	1371	of Luck	1381	Sh'arien, Sun Blade	1391
Genie Slayer	1371	Luck Blade	1381	of Sharpness	1392
Genies' Bane	1371	Lydia's Broad	1381	Shazzellim	1392
Genieblight	1372	of Lyons	1381	Shichi's Katana	1393
Geniescourage	1372	Malign	1381	Shimmering Blade of Shin	
Giant Slayer	1372	Madoc's	1381	Ginsen	1394
of Giant Slaying	1372	Mamluk, of Obedience	1381	Shina-Tsu-Hiko's	1394
of the Giants	1372	of Mammal Slaying	1382	Shock Blade	1394
Githyanki Silver	1372	Mantooth	1382	Shu's	1394
Glorius	1372	Maroon	1382	Sif's	1394
Goblinvolent	1372	Mayonaka's Silver Katana	1382	Silencer of Bodash	1394
of the Golden Gulf	1372	Melior	1383	Singing	1396
Golembane	1372	Meredin's Luck Blade	1383	Siva's Scimitar	1396
Gram	1373	Mimung	1383	of Skewering	1396
Grankhul's	1373	Mitra's, of Light	1383	Slayer	1396
Graz'zt's	1373	Monster Slayer	1383	Snakebane	1396
Greenswathe	1373	Moon Blade	1383	Snoop	1396
Gregory's Holy Avenger	1373	Morglay	1383	Snow on The Mountain	1396
Grinthane	1373	Movanic Deva	1383	Soulblade	1397
Guardian Blade	1373	Naesowen, Ghost Blade	1384	of Souls	1397
Hachiman's	1374	Nagelring	1384	Soulseeker	1397
Hades's	1374	Namara Neversleep	1384	Special Touches	1335
Hand-Guard Shape	1336	Neekar	1384	Special	1398
Hand-Guard Material	1336	Nepanth	1385	Special Purpose	1402
Handle Shape and Feature	1336	of Night	1385	Spectral	1403
Handle Material	1336	Nightwatcher	1385	Spellbinder	1403
Harmonizer	1374	Nightwind	1386	Spellblade	1404
Harpo's Orcslayer	1374	Nine Lives Stealer	1386	Spiritburner	1404
Hawksblade	1374	Nine Steps Draining	1386	Stalker	1405
Heart of Stone	1374	Oberon's	1386	Starfall	1405
Heartseeker	1374	of Odin	1386	Stonefist	1405
Heimdall's	1374	Odin's	1386	Stormbringer	1405
Hel's	1375	of Olynthos	1386	Sun	1406
Ho Masubi's	1375	Owen's	1387	Sun Blade	1406
Hofud	1375	Paramel	1387	Surtr's Flaming	1406
Holy	1375	Partisan	1387	Surya's, of Light	1408
Holy Avenger	1375	Peacemaker	1387	Susanoo's Blue	1408
Holy Revenger	1375	Peregrine's	1387	Susk, The Silent	1407
of Honor	1375	Phantom	1387	Sylabra	1407
Hornblade	1375	Philippian	1387	Syrar's Silver	1407
of Horus	1376	Piercer	1387	Taragarth, The Bloodbrand	1408
Ice Claw	1376	Plak's	1387	Tari Vanovitch's Sun Blade	1409
Iibratha, Mistress of Battle	1376	of the Planes	1387	Tefnut's	1409
Ilneval's Broad	1377	Poisonsword	1388	Tideripper	1409
		Pommel Material	1336	Timesweep	1409

Sword

Token	1409
Tri-Entity	1409
Troll's Bane	1411
Twinkle	1411
Tyr's, of Sharpness	1411
Undead Slayer	1411
of Underwear Snatching	1411
Uranus's	1411
Vainamoinen's	1411
Vampiric Regeneration	1412
Vanya's Wrath	1412
Vasgo	1412
Vegadain's Broad Sword	1412
Vhaeraun's	1412
Vorpai	1412
Warbringer	1412
Warlord Blade of the Shield Lands	1412
Weasel	1413
Whirlwind Blade	1413
White	1413
of the Wild Coast	1413
Willow Wand	1413
of Wishes	1413
Woodhold	1413
of Wounding	1414
Wyrmscleaver	1414
Wyrmsbane	1414
Wyrmslayer	1366, 1414
Wyrmsvenin	1415
Xiphoid Xebec	1415
Yondalla's	1415
Zenchoo Katana	1415
Zinzerena's	1415
Zosh's Xebec of Doom	1415

Swords

Cards, Suit (Tarot)	398
Powers, Special Purpose	1402
Purposes, Special Purpose	1402
Sylabra, Sword	1407
Sylaire, Enchanted Sword of	1365
Symbiotic Protection, Cloak of	311

Symbol

of Greyhawk, Holy	597
Larmacian Holy	597
Prismal's Holy	597
of Ravenkind, Holy	598
Symbology, Origins of the Hour	
Glass	1211
Symbols, Cymbal of	818
Symmetry, Gateway of	502
Sympathetic Heating, Charm of	283
Syranita's Opal Necklace	752
Syran's Silver Sword	1407

T

Tabard of the Mystics	1417
Tabele	820
Table	
Machine of Lum	
the Mad, Failure	687
of Banquets	1417
of Contents	1417
of the Elements	1417
of Plenty	1417
Writing	1418
Tablecloth Augricrone's	1418
Tablecloth of Feasting	1418
Tables, Magical Item Random	1567
Tablet	
Desalination	837
of Fate, Myrkul's	1418
of Spirit Summoning	1418
Tack of Flight, Ginzani's Riding	530
Tackle Box & Portable Canoe, Goerl's	214

Tackle, Prismal's Block and	913
Tadron's Mace	681
Tail, Guardian	550
Tail, for Rhun's Horned Cloak	308
Taker Sword, Life	1381
Takht of the Jann	1418
Talel El Hareidhin's Spellbook	1244

Talisman

of Al'Akbar	1419
of the Beast	1420, 1421
of Chaos Supreme	1421
of the Chimera	1421
of the Cockatrice	1421
of Dreams	1421
of Elemental Travel	1421
of the Faerie	1422
Fiend	1422
Fire Pepper	1422
of the Golem	1422
of the Griffon	1423
Hwesta's, of Memorization	1423
of Lawfulness	1423
Medicine Bundle	1423
of Memorization	1424
Mire	1424
Modified, of Zagy	1424
Monkey Head	1424
of Orcus	1425
of Pure Good	1425
of Rahasia	1425
Sacred Bundle	1425
of the Sphere	1425
of the Statue	1426
of Tongues	1426
of Ultimate Evil	1426
of Zagy	1426
Talking Skull	1118
Tallin's Tightrope	1043

Talon (See also: Claw)

Book of the Silver	1239
Card	381
of the Danse Macabre	294
of Zaltec	294
Tam's Fruit of Extra Healing, Kulver-	634
Tamate-Bako (Box)	216
Taming, Bridle of	224
Taming, Saddle of	1050
Tamus, Gauntlet of	508
Tanar'ri, Arrow of Harming	90
Tanar'ri, Scroll of Protection from	1080
Tangibles and Intangibles	
Alterations of	1137
Tangle of String	1319
Tanglevine Root	1427
Tanning Ointment	782
Tantalus, Tenser's	409

Tapestry

Disease Warding	1427
of Ekbir	1427
of Folded Existence	1427
of Rooms	1427
Tar's Chaotic Creature Whip	1534
Taragarth, The Bloodbrand, Sword	1408
Tarl Vanovitch's Sun Blade	1409
Tarot Deck of Many Things	381
Tarot, Fiend of the	389
Tart	
of a Summer's Day	1428
of Accusation	1428
of Enticement	1428
Taryn's Tub	1462
Tasogare	1382
Tasirin's Spellbook	1244
Tasked Genies, Scroll of Protection vs.	1078
Tasslehoff's Magic Mouse Ring	1003
Tasso's Arcanabula	1245
Taste Dullness, Dust of	419

Taste, Necklace of Bad	748
Taste Powder, Good	903
Taste, Ring of	979
Tathlum	1428
Tattoo Scroll	1085
Tattoos, Needle of Lively	753

Tea

Rakasta	931
Set of Skill and Grace	1428
Zhakar	1428
Tears, Pool of	848
Tears, Vainamoinen's	1469
Tedium, Libram of	668

Teeth (See also: Tooth)

Bow, Fire	205
Rod of	1041
Wand of	1495
Tefnut's Sword	1409
Telekinesis, Ring of	1003
Telekinesis, Weapon of	1526

Telepathy

Golo's Helm of	589
Helmet of	593
Ring of Limited	974
Weapon of	1526
Teleport Pad, Chemcheaux	1453

Teleportation

Archives, Libram of	668
Bag of	138
Cap of	252
Chamber	1454
Door of	412
Helmet of	594
Potion	892
Ring, Halaster's	967
Ring of	1003
Weapon of	1526

Teleporting

Arrow of	100
Dart of	375
Naga Crown	334
Telescope of Fantastic Vision	1429
Telescope of True Vision	1429
Temperance Card	388

Temperature

(AT) Lens, Yellow Ambient	1067
Bottle	200
Control, Armor of	82

Ten Thousand Winds, Airolis's

Shining Horn of	1542
Ten-Penny Nail	746
Tendrillight, Bashal's	636, 1143
Tengu Control, Potion of	872
Tenh, Eyepatch of	463
Tenh, Flaming Mirror of	728

Tenser's

Portmanteau of Frugality	261
Spellbook	1165, 1251
Tantalus	409

Tent

of Captivity	1429
Dew	1429
of Luxury	1429
Mist	1430
Polychromatic	1431
Poor	1431
of Shelter	1431
of Standing	1431
of Warning	1431
X	1431
Tentacles, Potion of Useful	895
Termite Mage Shot	1112

Terror

Banner of	157
Door of	413
Hockey Stick, Holy	598
Rod of	1041

Thaddigren's Glowglobes	1270	Thumb of the Master Thief	480	of Saintly Sanity	1444
Thal's Ring of Mind Shielding	1003	Thunder		of Seven Fingers	1444
Tharadodus's Spellbook	1247	Drum of	820	of Ssu-Ma	1445
Thaumaturgy, Censer of	270	and Lightning, Staff of	1299	of Understanding	1444
Thayvian Beacon	163	Ring of	1003	Vacuous Grimoire	1445
Theft, Charm of Protection from	283	Thunderbolts		Tomorast's Hand	563
Thelandira's Bow, Solonor	210	Colgomere's Hammer of	551	Tomorast's Spellbook	1252
Theodolus's Cloak of Arachnida	311	Hammer of	558	Tomorrow, Fountain of	498
Theon's Folding Boat	181	Stronmaus's Hammer of	558	Tong, Rutterkin Snap-	1048
Theories on Converging		Thunderhand's Handy Haversack,		Tongue, Flame, Sword	1369
Transitions	1251	Jasper	135	Tongue, Ring of the Druidic	973
Theories on Perception	1251	Thundering Compliance,		Tongues	
Theory of Occult Visual Shock	1251	Moto Moto Rod	742	Potion of	893
Theory of the Invisible Forces	1251	Thurbrand's Protector	1105	Ring of	1004
Thesis on Conditional Ruptures	1247	Thurl's Spellbook	1165	Sword of	1384
Thessall's Wayguider	646	Tide, Pearl of the Ebbing	805	Talisman of	1426
Thet of Pthah	43	Tide, Pearl of the Rising	807	Tonic, Durimal's Sovereign	828
Thief		Tideripper, Sword	1409	Tonic, Nerve	443
Book	(See Manual)	Tiger Cloak of Chalyik	311	Tool, Alternate World Gate, Pocket	501
Finger of the Master	480	Tightrope, Tallin's	1044	Tool Set	1445
Thief Negation, Ring of	949	Tika's Ring	1004	Tools	
Thumb of the Master	480	Timberbane's Clockwork		Gemcutter's, of Sunndi	530, 1446
Thievery		Chopper-Ripper	1435	Thieve's, of Stealth	1446
Boot of Gentle	195	Time		Woodworker's, of Dyvers	1446
Glove of	545	Bomb, Brindletop's	601	Tooth (See also: Teeth)	
Potion of	892	Bomb, Wethilion's	449	of Dahlver-nar	1446
Potion of Master	878	Book of	1251	Dragon	1448
Thieves		Chime of	818	of Torm	369
Arrow of Slaying	99	Fountain of	498	Sweet	1451
Cant, Ring of the	972	Journeying Device	405	Toothed Glaive, Saw-	844
Tools of Stealth	1446	Medallion of	715	Topaz Dragon Slayer, Sword	1357
Thillonian Shield of Berserking	1105	Oil/Powder of	778, 910	Topaz of Neverwinter	523
Things, Rod of Many	1031	Timed Lighting, Lamp of	646	Tor, Torc of the Gods at	1452
Thinness, Potion of	892	Timeglass of the Wizard	602	Torc	
Thiondar, Stone of Gul and	1311	Timekeeping		Belenus's	1451
Thithion's Wand of Fire	1495	Amulet of	43	of Craftsmanship	1451
Thor's Kiss	120	Hourglass of	604	of the Goddess	1451
Thor's Magical Gloves of Power	545	Sundial of	1335	of the Gods	1452
Thorn of Sleep	1431	Timelessness, Oil of	778	of the Gods at Tor	1452
Thorns, Book of (Spellbook)	1251	Timely Portrait, Norval's	106	of Stability	1452
Thoth, Libram of	668	Timepiece of Klorr	1436	Torch	
Thoth's Staff	1298	Timesweep, Sword	1409	Continual	1452
Thought		Tisiphone's Whip	1533	of Continual Fire	1453
Bottle	200	Titania's Wand	1495	of Control	1453
Projection, Locke's Medallion of	713	Titans		Fiery Brand of Masauwu	1453
Projection, Medallion of	715	Arrow of Slaying	99	Gruumsh's Everburning	1453
Ring of Clear	953	Mattock of the	710	Torloch's Saddle of Comforts	1050
Tome of Clear	1439	Maul of the	556	Torm, Tooth of	369
Thread		Toad Skin Potion	892	Torshorak	120
of Ageing	1431	Toad, Squatting	1561	Tortoise Shield	1105
of Commands	1432	Token		Totem, Bison Skull	172
of Embroidery	1432	Egg, Mishakal's	436	Totem, Kolki's Evil Skull	172
Thrivaenstel, Sword	1373	Quaal's Feather	180, 466-469	Touch	
Throbbing, Harp of	1328	Sword	1409	Dullness, Dust of	419
Throbriand's Master Ring		Tome		Potion of the Corrosive	858
of the Scaladar	1004	of Bodily Health	1439	Potion of the Midas	879
Throne		Canon of Changes	1439	Ring of	979
Card	380	of Clear Thought	1439	Toughening, Potion of	893
of Death	1432	Cursed	1160	Tourmaline Turtle Figurine	477
of the Gods	1432	of Dogmatic Methods	1439, 1440	Towel, Everclean	447
Hlidskialf	1434	E'soa Ho-chi	1440	Tower Card	389
of Incineration	1434	of the Fool	1441	Tracelessness, Dust of	423
of Power	1434	of Gainful Exercise	1441	Tracer Deck	404
of Summoning	1435	of Garden Flowers	1441	Tracking, Rake of	932
of Transformation	1435	of Glowing Pages	1441	Tracks, Boot of	198
Thrower, Dwarf	552	Guardian	1182	Tracks, Boot of Varied	198
Throwing		Guardian of the	1226	Tragedy, Mask of	706
Axe	120	Herald of Mei Lung	1441	Tragic Heroism, Potion of	893
Dagger of	369	of Hopeful Deeds	1442	Trail Dispersion, Dust of	423
Dagger, Hastsetsi's	364	of Hopeless Deeds	1442	Training, Muzzle of	743
Dagger of Returning	369	of Humorous Perspective	1442	Training, Whistle of	1558
Irons	620	of Immoral Sanity	1442	Traldar, Eye of	459
Star of Ojy-do	1435	of Infinite Spells	1442	Trance of the Intellect	1252
Star of Returning	1435	Juia Lo'tanu	1442	Transmogrification, Wand	
Thuba's Book of Vile Darkness	192	of Leadership and Influence	1444	of Element	1479
Thuba's Efreeti Bottle	201	of Psionic Interaction	1444	Transcendental Impenetrabilities	1253
Thumb Height Man's Axe	120	of Quickness of Action	1444	Transcription, Quill of	928

Transference, Candle of	245	Tree		of Lard	1462
Transference, Irons of	620	Climbing Charm	283	of Sailing	181, 1462
Transformation		Feather Token	469	Taryn's	1462
Amulet of	43	Great	1455	of Washing	1462
Lens of	656	Life	1455, 1456	Tuermey the Merciless, Iron Flask of	489
Paddleboard of Wondrous	801	of Malice	1458	Tufala's Jambiya	370
Throne of	1435	of the Ravenous	1458	Tulen's Plate Mail of Etherealness	82
Transitions, Theories		of Unending Lamentation	1458	Tulrun's & Nehaser's Spellbook	1192
on Converging	1251	of Venom	1458	Tunic of Glory	1463
Translating, Weapon of	1526	Tri-Entity, Sword	1409	Tunic, Wizard's	1463
Translation, Key of	633	Triad of Betrayal	1458	Tunnelrunner's Axe	120
Translation, Libram of	669	Triangulation, Antennae of	50	Tunnels/Passages, Potion	
Transmission, Scrollcase of Document	261	Tribal Lance	649	of Detect New	895
Transmogrification, Wand of Element	1479	Trick Door	413	Turban	
Transmutation, Scroll of	1085	Trickery, Mask of	706	Feather	1463
Transmuting, Bag of	137	Tricks, Bag of	138	of Genie Summoning	1463
Transport, Chain of	273	Trident		of Multiplication	1463
Transport, Rod of Expeditious	1027	Blessed	841	of Silence	1463
Transportation, Whisper's Rod of	1042	of Elemental Death	844	of Tusmit	1463
Transporter Pad	1454	of Fish Command	841, 844	Turning	
Transporting, Arrow of	101	of Fish Control	844	Amulet of Holy	34
Transporting, Dart of	375	Niord's Great	842	Amulet of Protection from	41
Transports, Box of Delightful	212	O-Wata-Tsu-Mi's Jade	842	Bone of	184
Trap		of the Oljatt Sea	844	Ring of Spell	1000
Arrow, Fire	90	Persana's	842	Shield of Blow	1093
Detection, Wand of	1495	of the Phlogiston	846	"Turning," Ring of Spell	1001
Detection, Wand of Secret Door &	1493	Poseidon's	843	Turquoise, and Emerald Mobile, Ruby	737
Location, Wand of Secret Door &	1493	of Submission	846	Turquoise Egg	439
-Springer	1454	Trident/Military Fork	844	Turret	1463
Trapping		of Warning	846	Turtle Figurine, Tourmaline	477
Bottle of	201	of Yearning	846	Tusmit	
Mirror of Life	729	Zezen Washio's	847	Battle Crescent	715
Nura D'Agor's Mirror of Life	731	Trimia's Catalogue of Outer		Collar of	326
Scroll of	1085	Planar Artifacts	1460	Flying Scimitar of	1369
Traps		Trinity Oil/Powder	778, 910	Turban of	1463
Detection, Weapon of	1511	Tristan's Sword	1355	Tvashtri's	
Map of	695	of the Triton's, Horn	1547	Dagger	370
Map of Illusions and	692	Trobriand (Throbriand), Ring of	1004	Golden Robe	1017
Map of Magic and	693	Troll, Arrow of Polymorphing	93	Pinwheel	1464
Map of Mapping and	694	Troll's Bane Sword	1411	Twelve Seals, Book of	192
Map of Secret Doors and	695	Trollflower	1091	Twelve Seals, Libram of	669
/Pits, Potion of Detect Stonework	895	Troppenribb's Goggles	547	Twenty Oil/Powder,	
Scroll of Protection from	1080	True		Bottom #	765, 900
Weapon of Find	1511	Ankh	48	Twilight, Mask of	707
Travel		Dragonlance	649	Twinkle, Sword	1411
Barding of Deceptive	158	Seeing, Eyeglasses of	463	Twisted Claw	294
Barding of Easy	158	Vision, Telescope of	1429	Two Fingers Amulet	44
Canoe of	178	Trueheart's Warding	66	Two-Handed Sword, Frey's	1370
Chair of	274	Truesilver's Mace, Berronar	675	Two-Handed Sword, Sess'innak's	1391
Chalice of Planar	276	Truesilver's Silver Ring, Berronar	949	Tyche, Diamond Orb of	784
Fork of	493, 842	Trumpet, Doom	1557	Tymessul's Enchiridion of Travel	1253
Gourd of	822	Trunk	287	Tyr's Sword of Sharpness	1411
Greater Talisman of Elemental	1421	Truth		Tzolo's Guardian	1464
Mirror of	735	Dagger of	370	Tzolo's Guardian, Oval Stone of	1314
Mirror of Improved	728	Drug	895	Tzu's Staff, Lao	1283
Potion of Determining		Hoinbee's Ring of	969	Tzunk's Spellbook	1165
Direction of	895	Icon of	609		
Stone	1315	Istar's	874		
Talisman of Elemental	1421	Mirror of	735		
Tymessul's Enchiridion of	1253	Mirror of Glimmering	727		
Traveler's Pearl	807	Pen of	810		
Traveling		Potion of	893		
Bag of	138	Quill of	928		
Balloon of	151	Razor of	934		
and Leaping, Boot of	198	Ring of	1004		
Snowshoes of Speed and	1125	Sand of	1052		
Spellbooks	1133	Scepter of	1066		
Tray, Kaylan's Wooden	627	Scroll of	1086		
Treachery, Bell of	816	Truth's Right Arm	1373		
Treant, Potion of the Pseudo	883	Truthfulness, Ring of	1004		
Treasure		Truthlessness, Ring of	1005		
Drow	21	Tsurugi, Kusunogi No, Sword	1380		
Finding Potion	893	Tub			
Fishing, Fishing Pole of	483	Bath	1462		
Treatise on Fixed Portals, Peregrin's	1214	of Fat	1462		

U

'Ud of the Marids	1333
Udo's Belt of Flying	170
Ugliness	
Chair of	274
Necklace of	752
Potion of	895
Wand of Beauty and	1475
Ui-Jung, Wo-Ha	1560
Ulcrun (Poison)	1202
Ultimate	
Evil, Talisman of	1426
Spelljamming Helm	581
Wisdom, Pearl of	808
Ultravision, Lens of	656
Uluth'gak's Gythka	846
Uluti, Necklace of	752

Umber Hulk Cloak	302
Unbreakable Weapon	1526
Uncertain Friendship, Benson's	
Scarab of	1055
Uncertainty, Scarab of	1058
Uncharged Weapon	1526
of Uncontrollable Striding &	
Springing, Horn	1548
Undead	
Amulet vs.	35
Armor of the	82
Arrow of Harming	90
Arrow of Slaying	97, 99
Bane	681
Bottle	201
Control, Potion of	895
Dart of Slaying	375
Groaning Spirit Bottle	202
Potion of the	895
Ring of Protection from	987
Scroll of Protection from	1081
Shell of Protection vs.	439
Slayer, Sword	1411
Stone, Kaleen's	35
Weapon with Bonus vs.	1509
Underdark, Wand of the	1496
Underground Awareness, Potion of	895
Underground, Potion of	
Determining Depth	895
Undersea Boat	181
Undersea Friendship, Amulet of	44
Understanding, Earring of	428
Understanding, Tome of	1445
Underwater	
Action, Armor of	83
Action, Helm of	594
Boat	181
Breathing, Ngona Horn of	599
Chariot	280
Crossbow	210
Sight, Goggles of	547
Speech, Circlet of	292
Vision, Helmet of	594
Underwear Snatching, Sword of	1411
Unending Lamentation, Tree of	1458
Unenlightened Being, Arrow of	
Slaying	99
Unfailing Light Candle	245
Ungulian's Sword, Bascom	1388
Unicorn	
Book of	1255
Bow of the	210
Crown of the	339
Unique Mageries	1255
Universal	
Astronomy	1259
Solvent	1465
Wizard Scroll	1086
Universe, Seven Skies of the	1231
Universe, Unknown	
Movements of the	1259
Unknown	
Minds of the	1196
Movements of the Universe	1259
Warrior, Oyori of the	78
Unlocking, Key of	633
Unlocking, Oil of	779
Unnecessary Violin	1334
Unsafe Construction, Potion of Detect.	895
Unseen Ship Crew	1465
Untrue Colors, Flag of	155
Uranus's Sword	1411
Urd Cloak	302
Urik, Obsidian Man of	761
Urn	

of Ashes	1465
of Awakening	1465
of Curses	1465
of Hindsight	1465
of Water Purification	1466
Urnst, Golden Girdle of	535
Urnst, Iron Gauntlet of	506
Uroth, Caeren-Uroth Sword	1348
Useful	
Appendages, Potion of	895
Enchanted Gear, Primal's	913
Items, Bag of	139
Items, Robe of	1017
Useless Items, Robe of	1017
Uses of Alicorns	1153
Ushas's Staff	1299
Utensil	
Birth Spoon	1466
of Cleanliness	1466
of the Cultured Palate	1466
of Etiquette	1466
of Eating	1466
of Medication	1466
of Mixing	1466
Murlynd's	1467
Musical	1467
of Sticking	1467
of Stirring	1467
of Sugar	1467
Utmost Weapon Harm, Ring,	
Browdow's	950

V

Vacuous Grimoire	1445
Vacuum Command, Ring of	989
Vadarin, Amulet of	44
Vaerendroon's Ineffable	
Enchantments	1259
Vainamoinen's	
Belt	170
Boat	182
Sledge	1119
Sword	1411
Tears	1469
Valarde's Harp	1328
Valerias	47
Valhalla Horn	1548
Valiant, Ring of the	1005
Valis's Bow	210
Valley Oil/Powder, Lily of the	773, 905
Valor	
Arm of	64
Couter of	65
Gauntlet of	64
Helmet of	594
Horn of	1549
Pauldron of	65
Rerebrace of	65
Vambrace of	65
Valorous, Gauntlet of the	510
Valuation, Lens of	657
Vampire	
Book	1260
Bottle, Undead	202
Coffin of Creation	317
Control, Potion of	854
Sheath	1469
Slaying, Bow of	206, 210
Vampires, Scroll of Protection from	1081
Vampiric	
Bow of Heartseeking	206
Ixitxachitl and Lacedons	
Protection Periapt	827

Regeneration, Ring of	993
Regeneration Sword	1412
Vampirism, Potion of	895
Vainamoinen's Sword	1411
Vane of Location	1469
Vangerdahast's Ring	978
Vanishing, Bag of	139
Vanishing, Robe of	1018
Vanity, Mirror of	735
Vanovitch's Sun Blade, Tarl	1409
Vanya's Wrath, Sword	1412
Vapor Flask	490
Vapor, Wand of Steam and	1494
Vapors, Candle of	245
Vapors, Ring of	1005
Variable Strength, Armband of	67
Variations on the Visual Perception	1261
Varied Tracks, Boot of	198
Varlo's Ring of Feather Falling	1005
Varrakas (Poison)	1202
Varuna's Mace	682
Vasgo	1412
Vast Swamp, Horn of the	1549
Vecna	
Eye of	460
Hand of	563, 564
Spellbook	1211
Vegepygmy Cloak	302
Veil	
Dypshez's Powder of the Black	902
Mask	707
Powder of the Black	900
of X-Ray Vision	1469
Veluna	
Dream Cap of	250
Healing Cap of	250
Robe of	1018
Silver Crown of	337
Velvet Crown	340
Vengeance, Dagger of	370
Vengeance, Hammer of	558
Venom	
Dagger of	366, 371, 1375
Lance	650
Potion of	896
Scarab of	1059
Tree of	1458
Weapon of	1527
Ventriloquism, Potion of	896
Ventriloquism, Potion of Reverse	887
Verbena Oil/Powder	779, 910
Vergadain's Broad Sword	1412
Vergadain's Necklace	753
Vermin, Robe of	1018
Version, Dane's	690
Verthandi's Invincible Hourglass	604
Vest of Attraction	1470
Vest of Missile Protection	1470
Vestment of Power	1470
Vesve Forest, Purple Gem of the	527
Vhaeraun's Sword	1412
Vial of Durance	1471
Vial of Explosions	867
Vibrant Purple Prism of Detection	519
Vibration, Oil/Powder of	779, 910
Victory, Rod of	1042
Vidar, Iron Shoe of	1111
Viewing, Lens of Remote	655
Viewing, Orb of Distant	784
Vigor, Seal of	1088
Vile	
Darkness, Book of	192
Darkness, Thuba's Book of	192
Odors, Cheese of	284
Violets of Pain	1471

Violin	
Case Alternate World Gate	501
Extreme	1333
Game	1333
Rack	1334
Saxon	1334
Unnecessary	1334
Viper Standard, Nithian	760
Virgin Olive Oil/Powder	779, 910
Virtue, Draxalon Defender of Feminine	1357
Viscid Globs, Wand of	1496
Visibility Candle	246
Vision	
and Arcane Sight, Eyes	1166
Button of Rosy	232
Cap of	252
Eyeglasses of Enhanced	463
Glass of Distant	536
Globe	540
Helmet of Underwater	594
Nightcap of	251
Oil/Powder of	779, 911
Ring of X-Ray	1008
Staff of	1299
Telescope of Fantastic	1429
Telescope of True	1429
Veil of X-Ray	1469
Weapon of X-Ray	1527
Visions, Potion of	896
Visiting, Window of	1559
Visitors, Chime of	818
Visor for Rhun's Horned Cloak	308
Visual Perception, Variations on The	1261
Visual Shock, Theory of Occult	1251
Vitality, Potion of	896
Vitroin, Hammer of	558
Vix, Chariot of	281
Vix, Spear of	1132
Vizier Card	381
Vizier, Ring of the	1005
Vladium's Fabulous Equine Brush	230
Voice of Heroes	83
Voices, Horn of	1549
Void	
Card, The	380
Crown of the	340
Echo & Resonance of the Great	1165
Voodoo Masters, Dark Draft of the	859
Voodoo, Oil/Powder of	779, 911
Vorpai	112, 1336, 1341, 1369, 1374, 1375, 1376, 1412, 1414
Vorpai Axe, Ama-Tsu-Mara's	112
Vorpai Blade, Anton's	1341
Vulnerability, Armor of	83
Vulnerability, Potion of Fire	868
Vulture Amulet	44

W

Wagering, Dice of Certain	406
Waking Bugle	1538
Wakizashi of Honor, Sword	1375
Walk, Widow's	108
Walker Flask, Wind	489
Walker, Spiderwalker	1271
Walking	
Anklet of	50
Bead of Wind	751
Pegleg of	809
Ring of Water	952, 1006
Rod of Blind	1023
Stick, Shou Hsing's	1294

Wall, Black	172
Wall, Reptar's	1103
Wallac's Potion of Speedcasting	896
Wampari	168
Wand	
Almen's, of Illumination	1473
of Animal Location	1473
of Animation	1473
Anything	1473
of Arc Lightning	1473
of Armory	1474
of Banishment	1474
of Beauty and Ugliness	1475
Bisselite, of Peace	1475
Bone	1476
Buckler	1476
of Burdening	1476
of Cluny	1476
of Cold	1476
of Color	1476
of Conjunction	1476
of Continual Light	1477
of Corridors	1477
Dalamar's, of Lightning	1477
Dark, of the Sulhaut Mountains	1477
of Darkness	1477
of Death	1478
of Defoliation	1478
of Displacement	1479
of Earth and Stone	1479
of Element Transmogrification	1479
of Enemy Detection	1480
of Eyes	1480
of Fear	1480
of Feathers	1480
Fire, of Suloise	1480
of Fire	1481
of Fireballs	1481
of Flame Extinguishing	1481
of Fog	1482
of Fog Control	1482
of Force	1482
of Freshness	1482
of Frost	1482
Gremlin	1483
of Hammerblows	1483
of Highfolk	1483
of Ice Storms	1483
of Illumination	1483
of Illusion	1484
Iron	1484
Karelia's, of Illusion	1484
of Knock	1484
of Light	1485
of Lightning	1485
of Lightning	1485
of Lightning Bolts	1485
Lightwand	1485
of Lloth	1485
Mace	677, 1486
of Magic Detection	1486
of Magical Mirrors	1486
of Magic Missiles	1487
Meriadar's	1487
of Metal Detection	1487
of Metal and Mineral Detection	1487
Mirynda's, of Polymorphing	1487
of Misplaced Objects	1487
Mistletoe	1488
Mystic	1488
Nabil's, of Magic Missiles	1488
of Negation	1488
Nidus's, of Endless Repetition	1488
of Obliteration	1488
of Ochalar's Eye	1490

Odin's Rune	1490
of Orcus	1490
Orgel's, of Earth Passage	1491
of Paralyzation	1491
Phandore's, of Fire	1491
of Polymorphing	1491
of Portraiture	1491
of Prime Material Pocket	1491
Protection, Banner of	156
of Revealing	1492
Robin Goodfellow's	1492
Runestick	1492
Rust	1492
of Salt	1493
Sathallarin's, of Wonder	1493
Scant, of Storms	1493
of Secret Door Detection	1493
of Secret Door & Trap Detection	1493
of Secret Door & Trap Location	1493
of Size Alteration	1494
of Sleep	1494
of the Squid	1494
of Steam and Vapor	1494
of the Sun	1494
of Teeth	1495
Thithion's, of Fire	1495
Titania's	1495
of Trap Detection	1495
of the Underdark	1496
of Viscid Globs	1496
of Warding	1496
of Water Finding	1496
of Whips	1496
Willow, Sword	1413
Witch	1497
of Wonder	1497, 1498, 1499, 1500
of a Wonder	1501
of Wondrousness	1502
Yatil, of Zooming	1504
Wands Cards	391
Waning, Wax of	1505
War	
Bonnet	184
Bringer	1412
Horn of	1549
Red Book of	1218
Shirt	1110
Staff of Nyron	1299
Ward, Murdock's Insect	825
Ward Statue, Scorpion	1304
Warding	
Amulet of Dragon	29
Cowl of	331
Girdle of Priestly	535
Ring of	1006
String of	1319
Tapestry of Disease	1427
Trueheart's	66
Wand of	1496
Wardstone	1318
Warfu Stone	1318
Warhammer, Goibhniu's	554
Warlord Blade of the Shield Lands	1412
Warming Cauldron	269
Warming, Mug of	743
Warmth	
Armor of	83
Cloak of	311
Coal of	314
Leaf of	653
Mordmorgan's Ring of	981
Ring of	953, 1006

Warmth			
Robe of	1018	Watering Can, Zwann's	237
Silk Coverlet of	173	Waterskin of Pouring	1505
Stone of	1318	Watertight	329
Zambi's Fur of	499	Watery Death, Bowl of	211
Warning		Wave	847
Abhor Alz's Brooch of	225	Waves, Magnetic and Electric	1194
Bell of	816	Wax	
Bow of	210	Ceiling	1505
Chime of	818	of Careful Hearing	1505
Sphere of	1270	of Fabrication	1505
Tent of	1431	of Hearing	1506
Trident of	846	Sealing	1506
Warp Mage Shot	1113	of Waning	1506
Warp Marble	696	Wayguider, Thessall's	646
Warrior		Wayland, Armet by	584
Book	(See Manual)	Weakening, Amulet of	44
Crystalline	348, 1116	Weakness	
Oyori of the Unknown	78	Elixir	446
Porcelain	348, 1094	Hiatea's Net of	756
Power, Potion of	882	Ring of	1006
Skeleton Coffin of Creation	317	Wealth, Bag of Infinite	135
Warstar of the Manticore	682	Wealth, Seed of	1091
Washing, Soap of	1126	Weapon	
Washing, Tub of	1462	Abilities	1515
Washio's Trident, Zeken	847	Alignment	1515, 1518
Waste, Horn of the Gray	1546	of Accuracy, Missile	92
Waste, Horseshoe of the Gray	600	of Adaptation	1507
Watch Beetle Shield, Death	1094	Agrophobic	1507
Watcher, Night	1385	Anti-Stoneskin	1508
Watchers, The	106	Anything	1508
Watching, Weapon of	1527	Aquatic	21
Water		of Balance	1508
Adaptation, Ring of	959, 1006	Bloodfearer	1508
Adaptation, Ring of Air and	959	Boneiron	1509
Adventuring, Potion of	897	Bonewood	1509
Blessed	1505	with Bonus vs. Opponent	1509
-Breathing Creatures Slaying Dart	375	of Breathing	1510
-Breathing Monsters Slaying Arrow	97	Brittleblade	1510
Breathing Monster Weapon Bonus	1509	of Charming	1510
Breathing, Necklace of	753	of Clairaudience	1510
Breathing, Potion of	897	of Clairvoyance	1510
Cauldron of Fresh	268	Claustrophobic	1510
Chalice of Continual	275	of Concealed Wizardry	1511
Command, Ring of Elemental	959	of Deceiving	1511
Control, Potion of Elemental	866	of Defending	1510
Decanter of Endless	376, 377	of Deflecting	1510
Water Elemental		of Detect Evil	1511
Ball	149	of Detect Gems	1511
Bowl of Commanding	211	of Detect Good	1511
Flask	489	of Detect Magic	1511
Slayer	847	of Detect Metal	1511
Protection Scroll	1077	of Detect Shifting Walls	
Water (cont.)		& Rooms	1511
Finding, Wand of	1496	of Detect Slopes	
Golden	1505	of Detection	1511
Hierophant, Ring of the	968	of Disruption	1512
Holy	1505	of Distance, Missile	92
Invulnerability, Oil of Elemental	768	of Draining	1512
Lesser Talisman of	1421	Drow	21
Metamorphosis, Ring of	961	Ego	1516, 1519
Movement, Potion of	897	of Enchantment	1512
Pill of Plentiful	837	Enhancements	1506
Pipes	1556	of ESP	1512
Pitcher of Continuous	838	of Extinguishing	1512
Purification, Urn of	1466	of Extra Damage	1512
Scroll of Protection from	1081	of Find Secret Doors	1512
Skunk	445	of Find Traps	1512
Staff of	1269, 1276, 1277	of Finding	1512
Staff of Air and	1272, 1278	Flail	485
Sweat	848	of Flame	1513
Sweet	892	of Flaming	1513
Walking, Ring of	1006	of Flying	1513
Waterdeep, Helmet of	594	of Forgetfulness	1513
Waterdhavian Diplomat, Sword	1384	Fossilized	1513
		with Free Action, Aquatic	21
		Harm, Ring of Utmost, Browdown's	950
		of Healing	1513
		of Hiding	1513
		with Hilt of Conjuring	1514
		of Holding	1514
		of Illumination	1514
		of Illusion	1514
		Intelligent	1514, 1517
		Invisible	1520
		of Lefthandedness	1520
		of Levitation	1520
		of Lighting	1520
		Lightweight	1521
		Living	1521
		Master, Statue of Power	1304
		Miniature	22
		Narcissistic	1521
		Petrified	1522
		Polymorphed	22
		Primary Powers of	1518
		of Proficiency	1522
		Purple-Leaf	1522
		Quirk	1522
		Racial	1523
		of Returning	1523
		of See Invisible	1523
		Shivering	1524
		of Silence	1524
		of Silencing	1524
		of Slaying	1524
		of Slicing	1524
		of Slowing	1524
		Special Purpose of	1516, 1518
		of Specialization	1524
		Spectral	1525
		of Speed	1525
		of Speeding	1525
		Stoneiron	1525
		of Surrender	1525
		of Telekinesis	1525
		of Telepathy	1525
		of Teleportation	1525
		of Translating	1525
		Unbreakable	1525
		Uncharged	1525
		-Using Monsters, Arrow of Slaying	97
		of Venom	1526
		of Watching	1526
		Weightless	24
		of Wishing	1527
		Woodiron	1527
		of X-Ray Vision	1527
		Weaponblack, Primal's	915
		Weaponry	
		Buckle of	231
		Elixir of Additional	441
		Helmet of	595
		Rod of	1042
		Weapons	
		vs. Characters	1516
		in Control of PCs	1520
		Ring of Resistance to Breath	994
		Scroll of Protection from	
		Nonmagical	1079
		Weasel, Sword	1413
		Weather, Cloak of	311
		Webnet	758
		Webster's Spellbook	1152
		Wedge, White	1531
		Weed, Rapture	1527
		Weed of the Witch	1527
		Wegwiur, Wolf Cloak of	312
		Weighing, Scale of	1055
		Weight, Anchor of	47
		Weight, Stone of	1318

Weightless Item	24	Wife of Ilmarinen	1534	Wishes	
Welcome, Rug of	257	Wild		Ema of	446
Welkwood, Rod of	1042	Coast, Lucky Ring of the	976	Bracelet of	219
Well		Coast, Sword of the	1413	Gem of	530
of All Heals	1528	Emotions, Blowgun of	176	Ring of	978, 981, 1003
of Dreams	1528	Will		Sword of	1413
of Many Worlds	1529	Evolution of Arcane Will	1165	Wishing, Oil/Powder of	779, 911
Staff of the White	1300	Power, Oil/Powder of	779, 911	Wishing, Weapon of	1527
Stone of the	1318	Powers of the Spiritual	1215	Witch Wand	1497
Sumbar Oracle	1530	Score	1520	Witch, Weed of the	1527
Wemick's Cane of Striking	248	Willow Wand Sword	1413	Witch's Oil/Powder	779, 911
Werebadger, Potion of the	877	Winch of Power	1535	Witches, Ring of Three	1003
Werebane	371	Wind		Witchweed	1527
Wethilion's Time Bomb	449	Bag of	139	Withering	
Whaler with Harpoon, Statue of Power	1304	Dancing Flute	1542	Dolmar's Staff of	1278
Wheel		Fan	466	Pickaxe	122
of Burning	1530	Fire Wheel	1532	Staff of	1278, 1300
Fairy's	1530	Howdah	1535	Wizard	
of Fire	1531	Instrument	1536	Arrow of Slaying Elemental	99
of Floating	1531	Magic, Scroll of	1086	Book	(See Libram)
of Fortune Card	386	Magic Wizard Scroll	1086	Power, Potion of	882
of Fortune	1531	Night	1386	Scroll	1068, 1086
Hasty	1532	Pipe of Heated	838	Timeglass of the	602
Wheel		Pouch	140	Wizard's	
of Keening	1532	Spy, Cask of the	262	Key	633
of Lighting	1532	Walker Flask	489	Robe	1018
of Maneuverability	1110	Walking, Bead of	751	Tunic	1463
of Misfortune	1532	Wind's Lance	650	Workbook	1261
Spinning	1271	Window		Wizards	
Square	1532	Display	1559	Armor of Concealed	73
Tvashti's Pin	1464	of Dressing	1559	Cilidarius's Ring of	952
Wind Fire	1532	of Opacity	1559	Cloaked	21
Whelm, Hammer	559	of Peeping	1559	Gilidarius's Ring of	952
Whetstone, Primal's	915	of Spying	1559	and Invisibility, Ring of Cloaked	953
Whip		of Visiting	1559	Potion of	897
of Amatar	1532	Winds		Ring of Bureaucratic	952
Balor	1533	Aiolis's Shining Horn of Ten Thousand	1542	Rocckoe's Ring of Bureaucratic	995
Feather Token	469	Lamp of the Four	640	Shield of Concealed	1094
of Feathers	1533	Mask of	707	Staff of	1300
of Frost Fire, and Fear	1533	Staff of the	1300	Staff of Aquatic	1272
of the Furies	1533	Windscribe	928	Weapon of Concealed	1511
Khurgorbaeyag's	1533	Windwarding, Ring of	1007	Wizards, Scroll of	1086
Moloch's	1533	Wine		Wizzo's Ring of Compulsions	1007
Purpose	1534	Cup of	353	Wo Mai, Acorn of	25
of Summoning	1534	of Eternity	1559	Wo-Ha Ui-Jung	1560
Tar's Chaotic Creature	1534	Mage	877	Wolf	
Wand of	1496	Wing		Cloak of Wegwiur	312
of Zeif	1534	Dragon	1560	Collar	326
Whirlwind Blade, Sword	1413	Feather Token	469	Talisman	1420
Whirlwind, Gong of the	822	of Flying	1560	Wolfsbane, Distillate of	442
Whisper Jaanis's Spellbook	1165	Sigh Danovitch's, of Flying	1560	Wolfspaw	284
Whisper's Rod of Transportation	1042	Wo-ha-Ui-jung	1560	Wonder	
Whistle		Hu'i	223	Egg of	440
Axewood	1557	Winged		Sathallarin's Wand of	1493
of Deafness	1557	Boot	198	Wand of	1497-1500
Dragon	1557	Boot, Cyria's	194	Wand of a	1501
Gateway	1558	Boot, Runjoye's	196	Wonderful Hand	565
of Herding	1558	Hammer	559	Wonders, Zadron's Pouch of	141
Rat	1558	Helm	594	Wondrous	
of Stopping	1558	Mask	707, 708	Lamp, Daoud's	637
of Summoning	1558	Wings		Power, Deck of	404
of Training	1558	Bridle of	224	Power, Dori's Obsidian Steed of	475
White		of Flying, Sigh Danovitch's	1560	Power, Figurehead of	472
Armor of the Griff Mountains	83	of the Rakers	311	Power, Figurine of	478
Dragon Slayer, Sword	1357	Winking Eye	461	Transformation, Paddleboard of	801
Plate Armor, Heimdall's	77	Winter, Ring of	1007	Writing Set	928
Shield	1105	Wintergreen Oil/Powder	779, 911	Wondrousness, Wand of	1502
Strand, Diiirinka's	1010	Wisdom		Wood Golem, Talisman of the	1422
Sword	1413	Globe of	541	Wood-Iron Shield	1105
Turban	1463	Kathena's Pearl of	805	Wooden Armor, Eastern	73
Wedge	1531	Libram of	668	Wooden Tray, Kaylan's	627
Well, Staff of the	1300	Pearl of	808	Woodhold, Sword	1413
White's Codicil	1261	Pearl of Ultimate	808	Woodiron Weapon	1527
Widow's Walk	108	Potion of Rogue	887	Woodland Shoe	1112

Woodlands	
Bag of the	141
Osmal's Staff of the	1288
Staff of the	1288, 1301
Woodman, Axe of the	122
Woodwalking Lute	1329
Woodworker's Tools of Dyvers	1446
Wool, Lapland	650
Word Balloon	152
Word Sword, Final	1367
Words, Glass of Preserved	537

Workbook

Aubavreer's	1141
Caddelyn's	1155
Glanvyl's	1176
Shandari's	1233
Wizard's	1261
World Card	391
World Gate, Alternate	501
World-Shield Ore	1561
Worlds, Doors and	
Passages of Parallel	1165
Worlds, Well of Many	1528
Worm Calling, Potion of	897
Worm, Orb of the Eldest	785
Worms, Can of	237
Worth, Net of	758
Wound Closure, Periapt of	827

Wounding

Arrow, Maglubiyet's	92
Arrow of	101
Dart of	375
Lyre of	1331
Sword of	1414
Wounds, Armor of Cure	73
Wounds, Shield of Cure	1094

Wraith

Bottle, Undead	202
Coffin of Creation	317
Control, Potion of	895
Mask of the	708
Wraiths, Scroll of Protection from	1081
Wrath, Vanya's, Sword	1412
Wreath of Roses of Eternal	
Slumber	1045
Write Recipe	1242

Writing

Paper of	803
Pen of Swift	809
Quill of Swift	928
Set, Wondrous	928
Table	1418
Written in Code, Spells	1244
Wrong Returning, Quiver of	929
Wu Jen Slaying, Weapon of	1524
Wyrn, Circle of the	292
Wyrncleaver	1414
Wyrnhelm	595
Wyrnkin, Orb of the	794
Wyrmsbane	1388, 1414
Wyrmslayer	1414
Wyrmsvenin, Sword	1415
Wyvernwater Circle, Book of the	1265

X

X Tent	1431
X-Ray Vision	
Ring of	1008
Veil of	1469
Weapon of	1527
Xanthippe of Annoyance	1306
Xaren Cloak	302
Xebec, Xiphoid	182, 1415

Xebec, Zosh's, of Doom	1415
Xenous, Face of	213
Xerastos, Sting of	1349
Xiphoid Xebec	182, 1415
Xochiquetzal's Dagger	371
Xorn Flask	489
Xylograph	1563
Xyz Oil/Powder	779, 911

Y

Yaga's Hut, Baba	604
Yagrax's Spellbook	1137
Yakuza Slaying, Weapon of	1524
Yama's Dagger	371
Yama's Robe	1018
Yammas (Glyph)	1202
Yang, Spear of	1132
Yaras's Spellbook, Lord	1192
Yard, Cubic	349
Yarus, Crown of	340
Yasmin Sira, All-Knowing Eye of	451
Yatil Wand of Zooming	1504
Ye' Cind's Recorder	1556
Yearning, Trident of	846
Yefar's Magic Mirror	736
Yellow	
Ambient Temperature (AT) Lens	1067
Dragon Slayer, Sword	1357
Kohl	837
Yellowskull	795
Yeti Cloak	302
Yin-Yang Mirror	736
Ylang Ylang Oil/Powder	779, 911
Yodeling	848
Yoke	
of Boar Harnessing	1563
of Flight	1563
of Irritation	1563
of Obedience	1563
Practical	1564
of Underwater Action	1564
Yo-Yo of Fate	1564
Yondalla's Shield	1106
Yondalla's Sword	1415
Youth, Amulet of Perpetual	38
Youth & Inexperience, Amulet of	
Perpetual	38
Youth, Elixir of	446
Youth, Rattle of	823
Yugoloth, Arrow of Harming	90

Z

Zadore's Poison Sheath	1092
Zadron's Pouch of Wonders	141
Zagig, Prison of	917
Zagy, Talisman of	1424, 1426
Zagy's Spellbook	1182
Zagy, Prison of	918
Zagy's Flowing Flagon	484
Zagy's Spell Component Pouch	147
Zak's Potion of Invulnerability	898
Zalte, Talon of	294
Zambi's Fur of Warmth	499
Zann, Book of	187
Zargos, Book of	1267
Zargos, Libram of	669
Zeal, Zoster of	170
Zebulon's Axe of Leaving	122
Zeif, Whip of	1534
Zellot's Quill of Law	928
Zen's Banner	157

Zenchoo Katana	1415
Zephyrus, Bag of	139
Zephyr, Horseshoe of A	601
Zeus's Spear	1132
Zezen Washio's Trident	847
Zhakar Tea	1428
Zinzerena's Cloak	312
Zinzerena's Sword	1415

Zither

of Speed	1334
of Zombie Control	1334
of Zombie Protection	1334
Zodiac Oil/Powder	779, 911
Zombie Blood	898
Zombie Broth	898
Zooming, Yatil Wand of	1504
Zoophobia, Zoster of	171
Zorathus, Chest of	288
Zorbo Fingers Elixir	446
Zosh's Xebec of Doom	1415
Zoster of Zeal	170
Zoster of Zoophobia	171
Zula Zula Oil/Powder	779, 911
Zunzalar's Harp	1328
Zuth (Glyph)	1202
Zwann's Irrigation Can	237
Zwann's Watering Can	237
Zwieback of Zymurgy	1564
Zzzzz's Axe of Snoring	122

